CONFRONTATION®

Scenario Book

List of Scenarios

Scenario Rules

Deployment and Size of Battlefield

All of the scenarios are designed to be played on a table that is 120 cm long by 60 cm wide.

The armies deploy normally unless specified otherwise in the scenario.

The difficulty of the scenario is indicated under its title. There are three levels of difficulty:

- difficulty: simple indicates that the scenario is simple in approach and is particularly appropriate for novice players in a tournament.
- Difficulty: medium demands a little more thought from the player.
- Difficulty: high indicates that the scenario is complex and is for advanced competitors.

Parameters of Scenarios

Each scenario is defined by six 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

• Placement of Scenery

Before deployment and the eventual determination of the attacker and defender player, each player takes turns placing one element of scenery.

Randomly determine which player places first.

Attention! These elements must be at least 10 cm from any other elements of scenery.

• Damaging Elements of Scenery

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.

When the sp of an element of scenery is reduced to 0 or less, it is destroyed. The element of scenery is not removed from the battlefield: it is now considered a neutral element of scenery.

Note: in the following scenarios, only the elements of scenery that posses structure points can be destroyed.

• 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.

• Attacks Against Elements Of Scenery

To inflict damage on an element of scenery through hand to hand, a fighter must be in base to base contact with it. 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.

An element of scenery is not considered to be a fighter. For this reason it does not bring a bonus to initiative for its camp in melee nor does it allow an opponent to obtain an additional combat die. However, a fighter engaged against an element of terrain without being in base to base contact with an enemy receives his normal combat dice.

Example: A Griffin Conscript in contact with an element of scenery will have two combat dice. Abilities such as "War Fury", "Brutal Charge", "Born Killer" and so on are applicable.

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 it or 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.

Example: A fighter finds himself in contact with an element of scenery and two opponents. This element of scenery must be destroyed as a mission objective. During the combat phase this fighter places his 3d6 in attack. When it is his turn to attack he has the following choices:

- *Make three attacks against the element of scenery, ignoring his opponents. This will require three exchanges, and his opponents will be allowed to act normally (attack) during each. If the element of scenery is destroyed before all three attacks are resolved, his remaining attacks are lost.*

- *Make one attack against each of his opponents and one against the element of scenery.*

- *Make one attack against each of his opponents and wait for the next exchange and carry out his last attack against a new one of them, ignoring the element of scenery. If both of his enemies are eliminated during the first exchange, his remaining attack is lost.*

If two combatants are in contact with an element of scenery without being in contact with each other, the winner of the Initiative Test decides the order in which attacks are resolves for each exchange of blows.

Example: A Warrior of the Abyss and a Guard of Alahan are both in contact with a tree which they wish to cut down. The Guard of Alahan wins the Initiative test. He decides to attack first in the first exchange of blows. At the end of the exchange the tree still has 3 Structure Points left, so the Guard decides that for the second exchange the Warrior of the Abyss will strike first and he will strike second, hoping that he can cut the tree down and take the "Wood" marker.

• 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

If a shooter targets an element of scenery that has a fighter of his camp in base to base contact with it, no distribution roll is required: the element of scenery is the subject of the damage roll. Inversely, if a fighter free of contact with enemies and in contact with an element of scenery is the target of a shot, the distribution roll is still not required. Finally, if a fighter in contact with an element of scenery and an opponent is the target of a shot, the distribution roll does not take the element of scenery into account.

• Elements of Scenery and Gaining Victory Points

The destruction of certain elements of scenery may, according to the scenarios, result in the granting of victory points for an achieved objective.

B. Determination of the Attacking and Defending Player

When a scenario requires an Attacker and a Defender: One of the 2 players rolls 1d6. On a result of 1-3, he is the Attacker and his opponent is the Defender. On a result of 4-6, he is the Defender and his opponent is the Attacker.

II. DEPLOYMENT

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

Unless specified to the contrary, Scouts are deployed according to the normal rules.

III. OBJECTIVES

The Objectives are the goal or goals that must be attained by the Attacker and Defender players.

IV. VICTORY CONDITIONS

The Victory Conditions indicate under which circumstances a player can be declared winner or loser.

A. Looting

Certain missions use "counters" on the battlefield that the players must seize.

• Collecting a Counter

To collect a counter, a fighter must end its movement (either during its activation or after a pursuit movement) on the counter, which is then placed on its base.

The fighter may not continue its movement after it has recovered a counter.

However, it will be able to carry out pursuit moves under the normal conditions.

A fighter loses the "Scout" ability when it takes a counter.

• Carrying a Counter

A model can only carry a certain number of counters at the same time.

This number depends on the object being transported and is specified in the mission descriptions that include such objectives.

A counter may only be transported at Level 0.

The carrier of a marker may drop it at any time during his movement. If the carrier of a counter is removed from the battlefield, it loses its counter which falls to the ground in the exact place it was held by its owner.

A dropped counter falls to the ground where it was held by its carrier and may be collected thereafter.

If the carrier 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 counter remains where the model was when it left the field.

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

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

B. Summoning of Fighters

The fighters summoned during the course of the game,

whether by a spell, card, or artefact, are not considered to be part of the army.

Their numbers are counted when calculating the number of fighters on the battlefield, unless they are summoned during the last turn of play. Their value is equal to the amount in A.P. 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.

VI. DURATION

The number of rounds that the scenario is played.

Note: For tournaments, the duration of all of the scenarios is 1h45 for a maximum of 6 turns.

VII. SOURCE

The source where the scenario was originally printed.

BLOOD BATH

(Difficulty: Simple)
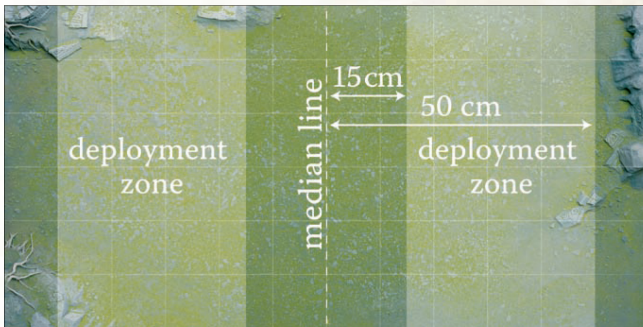
SITUATION:

Free.

DEPLOYMENT:

Line of battle.

OBJECTIVES:

Each player simply has to eliminate as many enemy fighters as possible.

VICTORY CONDITIONS:

At the end of the last round the players determine which one between them controls the whole battlefield.

DURATION:

6 rounds.

SOURCE:

Confrontation 3 Rulebook

CONQUEST

(Difficulty: Simple)
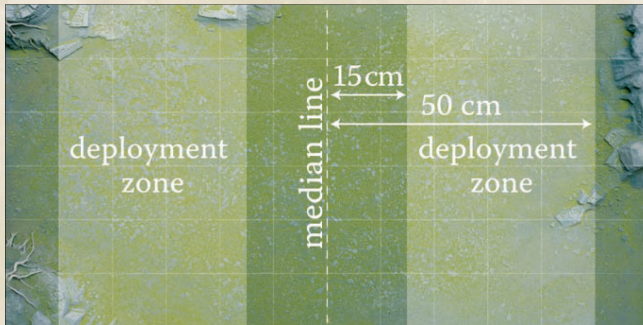
SITUATION:

Free.

DEPLOYMENT:

Line of Battle.

OBJECTIVES:

The players must occupy the neutral zone at the centre of the battlefield, as well as both deployment zones.

VICTORY CONDITIONS:

At the end of the last round the players determine which one between them controls each deployment zone and the central neutral zone. The control of each zone supplies a certain number of victory points.

• Control of one's own deployment zone: 1 V.P.

• Control of the central neutral zone: 2 V.P.

• Control of the opponent's deployment zone: 3 V.P.

DURATION:

6 rounds.

SOURCE:

Confrontation 3 Rulebook

EXECUTION

(Difficulty: Simple)
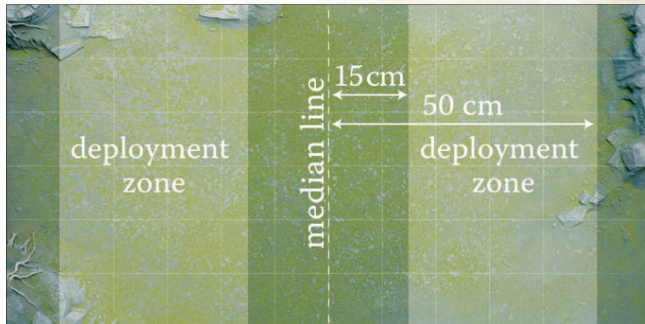
SITUATION:

Free.

DEPLOYMENT:

Line of battle.

OBJECTIVE:

Each player must eliminate the enemy fighter with the highest strategic value (in A.P., including special capacities, artifacts, spells, miracles, etc.). If several fighters have the same value, then the player selects which one is his target at the end of the approach.

VICTORY CONDITIONS:

At the end of the last round, if only one of the two players has reached his objective, then he wins the battle. If neither of the players has managed to reach his, or, on the contrary, if both of them have succeeded, then the game ends in a draw.

DURATION:

5 rounds.

SOURCE:

Confrontation 3 Rulebook

INTRUSION

(Difficulty: Simple)

The two companies have been hired as mercenaries by opposing armies to carry out a mission involving the control and securing of certain strategic objectives.

SITUATION:

Both players are considered to be Attackers.

Four objectives (represented by simple Wound counters or others) are placed on the battlefield before the approach phase. The players take turns, starting with the one who won the Tactical roll, placing an objective counter into their opponent's deployment zone. These counters have to be placed at altitude level 0 in a spot th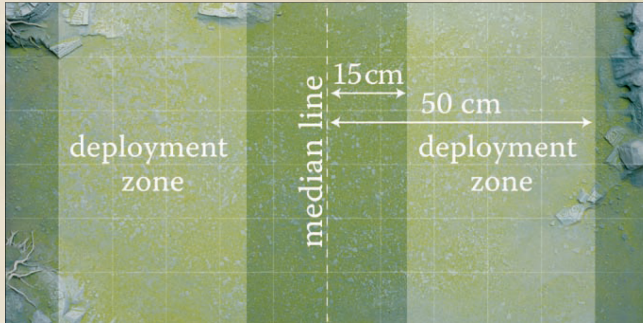at can be reached by a miniature. They may not be place more than 20 cm from the battlefield's median line or less than 25 cm from each other.

Each of these counters represents the center of a control zone with a radius of 10 cm.

DEPLOYMENT:

Line of Battle.

OBJECTIVES:

The players have to occupy one or several strategic points.

VICTORY CONDITIONS:

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

- Control of an objective in one's own deployment zone: 1 point
- Control of an objective in the enemy's deployment zone: 2 points

The player who wins the most victory points is victorious. If both companies have the same amount of points, then the battle ends in a draw.

PREMIUM:

At the end of the game each fighter standing in the con-trol zone of an objective held by his camp gains a bonus of 5 EP.

If one of the two camps has retreated before the end of the game, the this bonus is won by every fighter in the victorious camp no matter his position on the battlefield.

DURATION:

Duration is defined according to the values of the assault groups that are present. Once the mission has been chosen, the average value of the two assault groups is calculated. The number of game rounds is then determined depending on this average and the following equivalences:

- Up to 150: 3 rounds
- From 151 to 250: 4 rounds
- From 251 to 350: 5 rounds
- 351 and more: 6 rounds

If the difference in value between the two assault groups is 20 or more, than the player controlling the weaker group may choose to increase the duration by one round. This choice is announced before deployment.

SOURCE:

Dogs of War

INVASION

The two mercenary companies are in the service of rival lords who are at war for the expansion of their domains.

SITUATION:

This mission involves an Attacker and a Defender.

The battle field is to be devised into a certain number of sectors of equal size. The Defenders rolls 1d6 to determine the number of sectors.

⚀, ⚁ and ⚂ = 4 sectors

⚃, ⚄ and ⚅ = 6 sectors

The limits of these sectors are not marked during the game (the players have to guess their approximate area). They are marked only at the end of the last round of the game.

DEPLOYMENT:

For this mission the approach phase does not follow the usual rules. The players do not make approach sequences. Instead, the Defender starts by deploying all of his troops all over the battlefield. If the Attacker has Scouts, then he can deploy them according to the regular rules.

The Attacker's other fighters only enter the game in the first round. During the activation phase, every time he draws one of his reference cards the Attacker moves the concerned troops as if they were beginning their movement from any edge of the battlefield. The Attacker can thus have his soldiers enter from several sides of the battlefield if he wishes. The troops that enter the game like this cannot carry out any assaults during this activation phase. However, the Scouts who were already on the battlefield can do so.

At the end of the first round all soldiers listed on the mission sheet must be on the battlefield (unless an event prevents them from this).

OBJECTIVE:

The Attacker has to take control of as many sectors as possible.

VICTORY CONDITIONS:

A the end of the game the camp that controls the most sectors is victorious. If both companies are in control of the same number of sectors, then the battle ends in a draw.

PREMIUM:

At the end of the game every fighter who is in the control zone of at least one objective held by his camp wins a bonus of 5 EP. A fighter cannot win this bonus more than once if he is in the control zone of several objectives.

If one of the tow camps has retreated before the end of the game, then this bonus is won by every fighter in the victorious camp no matter his position on the battlefield.

DURATION:

Duration is defined according to the values of the assault groups that are present. Once the mission has been chosen, the average value of the two assault groups is calculated. The number of game rounds is then determined depending on this average and the following equivalences:

- Up to 150: 3 rounds
- From 151 to 250: 4 rounds
- From 251 to 350: 5 rounds
- 351 and more: 6 rounds

If the difference in value between the two assault groups is 20 or more, than the player controlling the weaker group may choose to increase the duration by one round. This choice is announced before deployment.

SOURCE:

Dogs of War

DESTRUCTION

One of the two companies is hired by a mysterious patron to desecrate and destroy a sacred site. Yet other mercenaries have been hired to defend it.

SITUATION:

This mission involves an Attacker and a Defender. One or several elements of the scenery are place onto the battlefield at a rate of one for every (even incomplete) 100 points in value of the Attacker's assault group.

Example: If the value of the Attacker's assault group is 223, then three elements of the scenery are to be deployed.

No matter the value of the Attacker's assault group, a maximum of four elements can be deployed for this mission.

The Attacker can freely choose the elements of the scenery among the following three:

Idol
  Base: 1 Creature base
  Size: Medium Size
  Resilience: 8
  Structure (SP): 6
  Ability: Inalterable.

Mystic altar
  Base: 2 Creature bases
    placed next to each other
  Size: Large Size
  Resilience: 10
  Structure (SP): 7
  Ability: Inalterable.

Sacred Temple
  Base: 4 Creature bases placed next to each other to form a
    square
  Size: Very Large Size
  Resilience: 12
  Structure (SP): 8
  Ability: Inalterable.

Before proceeding with deployment, the players take turns (starting with the Defender) placing one of the elements of the scenery in a 30 cm wide zone in the middle of the battlefield. The bases of these elements may not reach outside of this zone. Furthermore, these elements must be placed at least 10 cm from each other and more than 5 cm from any other obstacles.

During the battle no fighters may end their movement on any of these elements.

Special (optional):

This scenario's duration is increased by one round no matter the value of the companies present. The Attacker optionally has the right to one free Event card if the value of his assault group is higher than that of his opponent's group. This event's value is not taken into account when calculating the gains in renown after the battle.

OBJECTIVE:

The Attacker's mission is to destroy one or several of the elements of the scenery.

VICTORY CONDITIONS:

At the end of the game the following calculations are made:

- The Attacker gets one victory point for every destroyed element of the scenery.
- No victory points are won by any player for elements that have not been destroyed but have lost more than half of their SP.
- The Defender gets one victory point for eve element of the scenery that has not been destroyed and has lost half or less of its SP.

The player who has won the most victory points is victorious.

PREMIUM:

At the end of the game the fighters of the two camps listed on the mission sheets (even those who were Killed Outright) win a bonus in experience points depending on the type and state of the elements of the scenery.

If an element was destroyed, then the Attacker wins the points bound to it. If an element has preserved half or more of its SP, then the points are won by the Defender. An element that wasn't destroyed but has lost more than half its SP does not provide any points.

The number of points provided by an element depends on its type:

Idol: +2 EP
Mystic altar: +3 EP
Sacred temple: +4 EP

If the Defender retreated before the end of the game, then the bonuses in EP are calculated as if all the elements of the scenery were destroyed.

If the Attacker retreated, then the bonuses in EP are calculated depending on the state of the elements of the scenery when he retreated.

DURATION:

Duration is defined according to the values of the assault groups that are present. Once the mission has been chosen, the average value of the two assault groups is calculated. The number of game rounds is then de-

DESTRUCTION

termined depending on this average and the following equivalences:

- Up to 150: 3 rounds

- From 151 to 250: 4 rounds

- From 251 to 350: 5 rounds

- 351 and more: 6 rounds

If the difference in value between the two assault groups is 20 or more, than the player controlling the weaker group may choose to increase the duration by one round. This choice is announced before deployment.

SOURCE:

Dogs of War

ASSASSINATION

The diplomatic relations between the great powers often hang by a thread, and there are many who would like to see this thread break…
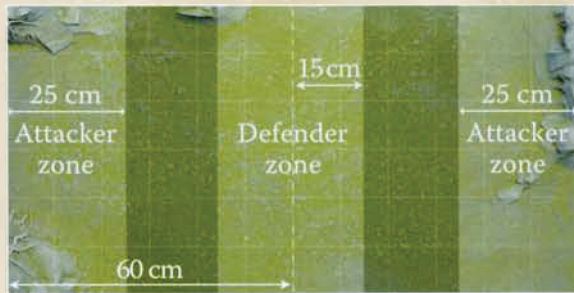
SITUATION:

This mission involves an Attacker and a Defender. The Attacker's company has been hired to assassinate an ambassador placed under the Defender's protection.

◆ AMBASSADOR ◆							
MOV	INI	ATT	STR	DEF	RES	COU	DIS
10	3	0	1	3	5	3	3

Medium Size. Infantry base.

Special: Passive individual (see p. 97). Value: 5

DEPLOYMENT:

Line of Battle.

The target is deployed by the Defender as if he were one of his fighters.

OBJECTIVE:

The Attacker must eliminate the target. The Defender must protect him and lead him through the enemy deployment zone. To do so, the Defender exceptionally can purposely make the ambassador leave by one of the edges of the battlefield located in the Attacker's deployment zone.

VICTORY CONDITIONS:

If the target flees out of the limits of the battlefield by using an edge in the neutral central zone or in the Defender's deployment zone, then the game immediately ends in a draw.

If the target leaves the battlefield by one of the edge in the Attacker's deployment zone (meaning the back or sides), then the game ends at the end of the round in victory for the Defender.

If the target is killed, the game ends at the end of the round in victory for the Attacker.

In any other case the result is a draw.

PREMIUM:

A premium of 10 resource points is given to the victorious camp.

DURATION:

Special (see victory conditions above above).

Duration is defined according to the values of the assault groups that are present. Once the mission has been chosen, the average value of the two assault groups is calculated. The number of game rounds is then determined depending on this average and the following equivalences:

- Up to 150: 3 rounds
- From 151 to 250: 4 rounds
- From 251 to 350: 5 rounds
- 351 and more: 6 rounds

If the difference in value between the two assault groups is 20 or more, than the player controlling the weaker group may choose to increase the duration by one round. This choice is announced before deployment.

SOURCE:

Dogs of War

TREASURE HUNT

The surf has washed the remains of a shipwrecked merchant vessel and its cargo onto a beach. Various precious and worthless objects are now scattered all over the ground.
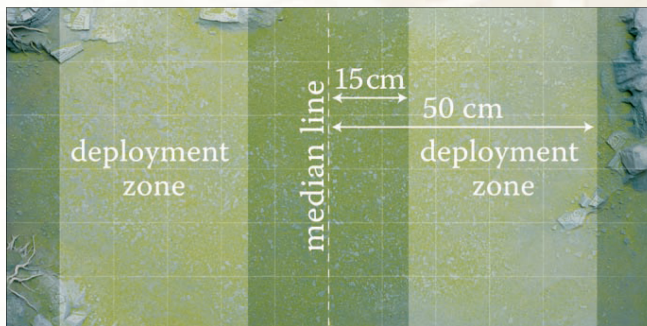
SITUATION:

Both players are considered to be Attackers. Each one rolls 1d6 and refers to the table below:

⬛ or ⬛ = 4 objects

⬛ or ⬛ = 5 objects

⬛ or ⬛ = 6 objects

The higher result indicates the number of priceless jewels while the lower one indicates the number of shiny yet worthless objects. The jewels are represented using "Trap" counters and the other using "Decoy" counters.

These counters then have to be mixed together with their face hidden.

After the approach roll the players take turns (starting with the winner of the approach roll) placing a counter (without turning it over) in the neutral central zone. All counters must be placed on the ground in a place that can be reached by all fighters. They must each be at least 5 cm from each other.

DEPLOYMENT:

Line of Battle

OBJECTIVES:

The War Booty rules (Dogs of War p. 97) explain how to pick up the counters. When a fighter picks up a counter the player controlling him looks at it (without showing it to his opponent) and places it on the base of his miniature. If a counter is dropped by its carrier, then it is placed back on the ground with its face hidden. Each fighter can carry only one such counter at a time.

VICTORY CONDITIONS:

At the end of the game each player counts how many "Trap" counters he has. The player with more of them is victorious. If the two camps have the same number of such counters at the end of the game, then it ends in a draw.

PREMIUM:

At the end of the mission each player rolls 1d6 for every "Trap" counter that he has at the end of the game to determine the value of his premium.

⬛ or ⬛ = 3 resource points

⬛ or ⬛ = 6 resource points

⬛ or ⬛ = 10 resource points

These resources are immediately added to those of the company.

If one of the camps retreats before the end of the game, then the victorious camp gets all of the "Trap" and "Decoy" counters, including it's opponent's.

DURATION:

Duration is defined according to the values of the assault groups that are present. Once the mission has been chosen, the average value of the two assault groups is calculated. The number of game rounds is then determined depending on this average and the following equivalences:

- Up to 150: 3 rounds
- From 151 to 250: 4 rounds
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If the difference in value between the two assault groups is 20 or more, than the player controlling the weaker group may choose to increase the duration by one round. This choice is announced before deployment.
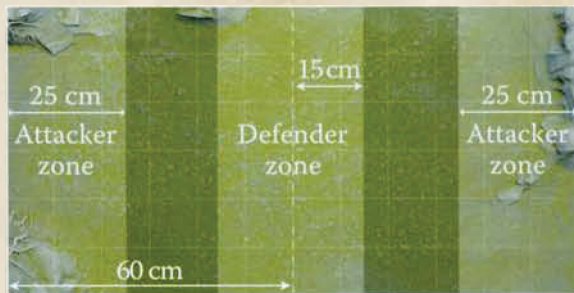
SOURCE:

Dogs of War

RAID

A company has been hired to protect a merchant caravan. Wishing to get rid of his rivals and retrieve their merchandise, a rich trader has paid other soldiers to intercept the convoy.

SITUATION:

This mission involves an Attacker and a Defender. The Defender places four elements of the scenery representing tents in his deployment zone.

They must be at least 10 cm from each other. A tent may not be placed in such a way that its entrance is blocked by an obstacle.

Before deployment the Defender takes one "Decoy" counter and three "Trap" counters. The "Trap" counters represent the three merchants that the Attacker must eliminate. The "Decoy" counter represents a chest full of treasure.

Each counter is to be place with its face down on an infantry base in the middle of a tent (only one per tent). The Defender therefore knows the nature of each counter, but not the Attacker.

Note: The counters are placed on infantry bases so as not to leave any doubt to the position of the miniatures. When a counter representing a merchant is revealed, the base is replaced with the miniature of a foot soldier. It is then easy to know which fighters are in contact with him.

Tent
Base: 10 x 10 cm square or circle with a 10 cm diameter
Size: Large Size
Resilience: 2
Structure (SP): Special

Each tent has a 5 cm wide opening of Large Size on one side. If a fighter makes a tent lose one or more SP with an attack in hand-to-hand combat, he creates a new 5 cm wide opening in the side that he attacked instead of destroying it.

The openings made in this way allow fighters to enter yet they block lines of sight. Fighters with Consciousness can detect the nature of the counters inside a tent as soon as they are within 20 cm or less of these counters.

The Attacker can engage counters inside tents even if they haven't been revealed yet.

DEPLOYMENT:

No approach roll is made for this mission. The Defender must deploy all of his fighters first, except his Scouts. The Attacker then deploys his fighters (except Scouts). Then the Defender places his Scouts, and finally the Attacker does the same.

No fighters may be deployed inside the tents.

OBJECTIVES:

The attacker must reveal the merchants and eliminate them.

A counter is revealed to the Attacker as soon as one of his miniatures enters the tent in which it is lying. If it's the treasure chest, then the counter remains where it is. If it's a merchant, then the counter is replaced with the miniature of a foot soldier.

VICTORY CONDITIONS:

- For every merchant killed: 4 points for the Attacker.
- For every merchant still alive: 2 points for the camp controlling the tent. (Only fighters with their whole base inside the tent are taken into account.)
- For every merchant still alive in a tent that is not controlled by either camp: 1 point for the Defender.

The player who has the most points is victorious.

• MERCHANTS •

MOV	INI	ATT	STR	DEF	RES	COU	DIS
10	3	0	1	3	5	2	1

Medium Size. Infantry base.

Special: The merchants are passive individuals but they follow slightly different rules:
- They temporarily belong to the Defender's camp. Yet they are not considered to be of the same people as the company protecting them.
- No card represents them because they never move. They remain hidden in their tents.
- They are not counted in their camp's strength in numbers.
- They never move and therefore don't have to make COU rolls when faced with fear-inspiring opponents.
- They always place all of their combat dice in defense even if a game effect normally would force them to place them in attack.
- The Wounds they are inflicted with provide experience points in the usual conditions. Their value is 5.

RAID (CONTINUED)

PREMIUM:

At the end of the game the camp controlling the tent with the treasure chest gains a bonus in resources that depends on the battle's outcome:

- If this camp is victorious, it gains 10 additional resource points.
- If it's a draw, this camp gains six additional resource points.
- If this camp was defeated, it gains three additional resource points.

If one of the camps has announced "Retreat!" before the end of the game, then the winner gains the premium, even if he is not in control of the tent with the treasure chest.

DURATION:

Duration is defined according to the values of the assault groups that are present. Once the mission has been chosen, the average value of the two assault groups is calculated. The number of game rounds is then determined depending on this average and the following equivalences:

- Up to 150: 4 rounds
- From 151 to 250: 5 rounds
- From 251 to 350: 6 rounds
- 351 and more: 7 rounds

If the difference in value between the two assault groups is 20 or more, than the player controlling the weaker group may choose to increase the duration by one round. This choice is announced before deployment.
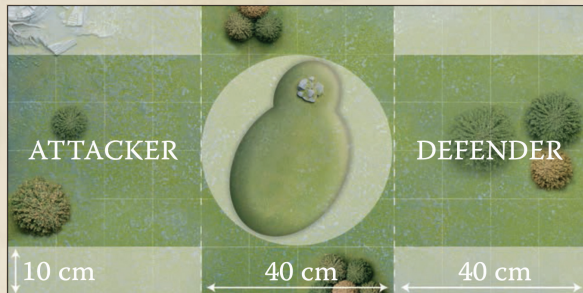
SOURCE:

Dogs of War

KING OF THE HILL

(Difficulty: Easy)

" Why don't we just go around it, Sir?"

"Light has given us this hill to command our surrounding forces from. We will not turn down the gift; the advantage is too great. Take the hill!"

ATTACKER   DEFENDER

10 cm   40 cm   40 cm

SITUATION:

By controlling the crown of the approaching hill, your commanders will be able to have a better view of the surrounding lands and gain a significant advantage over your opponent's outlying forces. However, storming the top of a hill is never easy, and there is no doubt that your opponent has seen this piece of terrain for its qualities as well.

DEPLOYMENT:

Each player must designate a primary character before the battle begins. The depth of the battlefield should be 120 cm, with a width of 60 cm. Place a 40 cm diameter hill at the center of the battlefield. The leading edge of each force's deployment zone begins at the closest edge of the hill. You may not deploy to the sides of the hill. Scouts have infiltrated their opponent's deployment zone and may deploy 10 cm in from the long sides of the table, in their opponent's deployment zone. Make a Tactical Roll to determine table ends and who deploys first. The winner of the roll will choose sides and deploy first.

OBJECTIVE:

Simply, take the hill. To control the hill at the end of the battle, you must have more A.P. on (or touching) the hill at the end of the battle than your opponent.

VICTORY CONDITIONS:

- 1 VP for getting at least half of your miniatures onto the hill during battle.
- 1 VP for outnumbering your opponent at the beginning of battle. (Tournament Theme Bonus)
- 2 VP for defeating your opponent's primary character in close combat.
- 3 VP for controlling the hill at the end of battle.
- -1 VP for having zero miniatures on the hill at the end of battle.

DURATION:

The battle will last until one of the following conditions is met:

- Six rounds have passed.
- Time is called for this round of the tournament.
- One of the players surrenders.
- All of your opponent's characters are dead.

SOURCE:

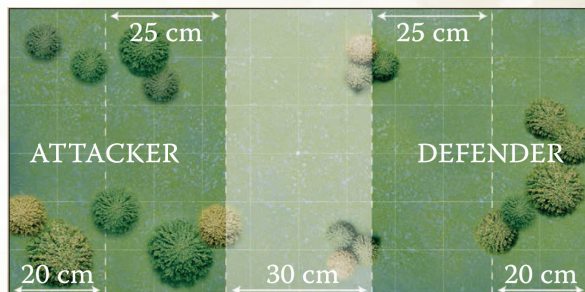ACD Organized Play Tournament Kit: The Swarms Of Aarklash

RAZE THE LANDS!

(Difficulty: Hard)

"Burn everything! Burn it to the ground! Make their throats cry for the sea!"

Captain Krill

SITUATION:

During the night the attacking forces soaked the ground in flammable liquids. Now, they're simply waiting for their opponent to attempt to force them to leave. Once the fields are blazing, the town beyond will be burned to the ground as well. Each player rolls 1d6. The player with the higher roll will be the attacker.

DEPLOYMENT:

The depth of the battlefield should be 120 cm, with a width of 60 cm. Place trees and forests in a way that both players agree is fair. Each force will deploy 20 cm in from the short table edge and will have a 25 cm deployment zone. Make a Tactical Roll to determine sides and who goes first. Scouts deploy only in their deployment zone.

OBJECTIVE:

Burn your opponents off the battlefield or force them to leave!

Fire Starter:

To set the battlefield ablaze, the attacker must select a figure (not in combat and at altitude 0) and roll an initiative test with a difficulty of 7 - once the figure has entered the center 30 cm of the battlefield. After a successful roll, that figure has lit the the center of the battlefield and its opponent's deployment zone on fire. Immediately roll a d6, on a 4+ that figure takes a d6 strength wound as the flames attempt to engulf it. A figure attempting to light the battlefield on fire may do nothing else during that activation, but it may respond as normal to fear, charges and engagements.

Burning Fields:

Any figure standing in, touching, moving into, leaving, or travelling through the burning portion of the battlefield will take a d6 strength wound, at the end of their activation. While shooting from the burning portion of the field, all shots are made at +1 difficulty.

There's No Controlling the Flames!:

After combat is resolved for each round of battle, roll a d6. On a 4+ the flames spread 20 cm toward each short end of the battlefield.

VICTORY CONDITIONS:

   1 VP for igniting the battlefield (attacker only)
   1 VP for each even 100ap of the defending force the fire kills (attacker only)
   1 VP for each even 100ap of the attacking force that is killed (defender only)
   1 VP for defeating each of your opponent's characters in the flames.
   1 VP for each even 100ap to reach the space behind the defender's deployment zone. (attacker only)

DURATION:

The battle will last until one of the following conditions is met:

   • 4 rounds have passed.
   • Time is called for this round of the tournament.
   • One of the players surrenders.

SOURCE:

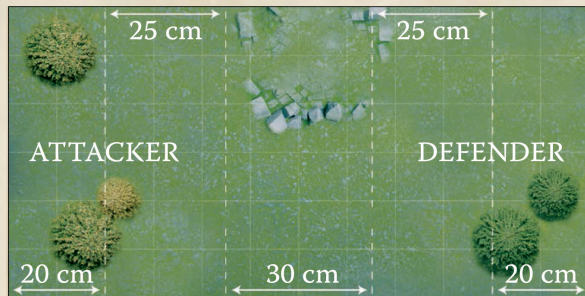ACD Organized Play Tournament Kit: The Swarms Of Aarklash

SUFFER MY PAWN TO PASS

(Difficulty: Medium)

"Our friends, the dwarves, are sick from battle, My Lord. We count wounded amongst their ranks, yet they insist we step aside and give them passage."

"No. The dwarves are sick with darkness. Draw your sword. We will not step aside for them to pass."

SITUATION

Two forces have met. One demands passage; the other requires a closer look. However, if inspection is given the message will be lost to the hands of the enemy. Sometimes the sacrifice of many is required so that one may go on. Each player rolls 1d6. The player with the higher roll will be the defender. The defender must select one figure of less than 30 ap, whom cannot fly and who is not a scout. Do not disclose the identity of this figure. If the player doesn't have a figure that is under this point limit, then the player must select the lowest cost figure (whom cannot fly/scout). This figure, the pawn, must slip by the attacker's inspection by being behind the attacker's deployment zone and without being in combat for an entire round. Nothing else matters.

DEPLOYMENT:

The depth of the battlefield should be 120 cm, with a width of 60 cm. Place terrain in a way that both players agree is fair.

Each force will deploy 20 cm in from the short table edge and will have a 25 cm deployment zone. Make a Tactical Roll to determine sides and who goes first.

OBJECTIVE:

The Defending force must get its messenger past the attacking force.

The Attacking force must stop all of its opponent's force from passing.

VICTORY CONDITIONS:

1 VP for reducing the opponent's force to less than half strength

2 VP for the pawn escaping inspection (defender only)

2 VP for the pawn is killed (attacker only)

DURATION:

The battle will last until one of the following conditions is met:

- 6 rounds have passed.
- Time is called for this round of the tournament.
- One of the players surrenders.
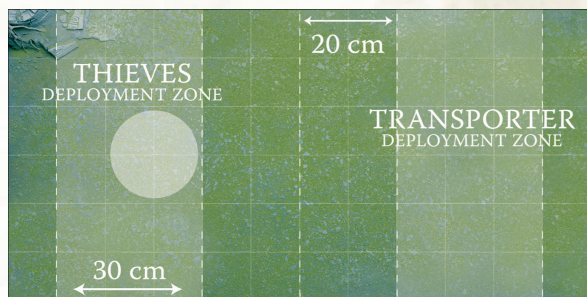- . The Pawn is killed by the attacker.

SOURCE:

ACD Organized Play Tournament Kit: The Swarms Of Aarklash

ASSAULTED ON THE CLOCK

(Difficulty: Easy)

"Aarklash is full of hidden secrets – some long forgotten, while some are just about to be hidden. Often the best opportunity for uncovering these secrets is before they are hidden. Such is a thief's trade!"

SITUATION:

This scenario opposes forces hired by the court of Cadwallon to transport cargo to a hiding place at the base of a ruined tower and a group of thieving scoundrels.

DEPLOYMENT:

The transporting player may place the ruined tower anywhere in the thieves' deployment zone 20cm from the median line. At the end of the deployment phase, the player representing the forces of Cadwallon chooses five fighters of his army and gives them a token representing cargo. Any other fighter hired by Cadwallon starts at the foot of the tower and joins the battle from its edge during the second round. Units joining the battle in this way cannot charge during the round they come into play.

OBJECTIVE:

The thief player can pick up the cargo tokens when one of his fighters ends his move on the token and there is no opposing fighter within 5cm or may take the token from a transporter when killing him outright. The Cadwallon player must prevent the thieves from doing so and hide the cargo under the tower. Once a fighter with a token touches the tower and there is no enemy fighter within 5cm, the token is removed from play and can no longer be stolen. Fighters that do so remain on the battlefield and may take part in the remainder of the battle. Fighters may carry only one cargo token at a time. Tokens may be taken back from thieves following a thief being Killed Outright.

VICTORY:

5VP for each cargo token taken to the tower (Transporter only).

5VP for each cargo token held at the end of the battle (Thieves only).

1VP for each opposing fighter eliminated (including summoned fighters).

DURATION:

6 rounds

SOURCE:

ACD Organized Play Tournament Kit: Beyond the City Walls

BEYOND THE WALL

(Difficulty: Easy)
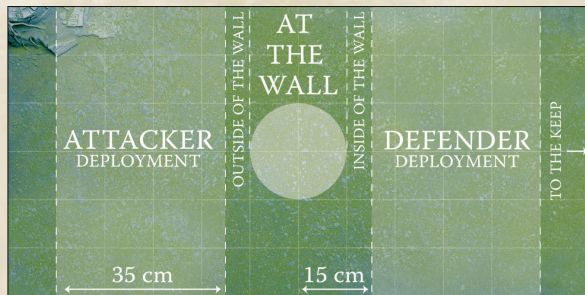
SITUATION:

The inner wall has been breached and all that stands between your enemy and your keep is your small group and the courtyard that lies between. Stop the intruders' advance at all costs.

DEPLOYMENT:

Lines of battle.

Place the ruined tower at the center of the battlefield. Th is will create two sections of breached walls facing each of the long edges of the board. (Use rubble if you have some.)

OBJECTIVE:

The defending player's goal is to hold the attacking force back. The attacker is attempting to besiege the keep locate behind the defender.

VICTORY:

2 VP for each Attacker held outside of the wall. (Defender only)

1 VP for each Attacker held at of the wall. (Defender only)

1 VP for each miniature inside of the wall. (Attacker only)

1 VP for each fray inside of the wall. (Attacker only)

1 VP for each fighter eliminated in battle.

DURATION:

6 rounds

SOURCE:

ACD Organized Play Tournament Kit: Beyond the City Walls

OPEN SEASON

(Difficulty: Simple)

In this time of conflict, the many peoples engage in countless skirmishes. However, one can expect it to become much worse…

We are at the observation stage, the races are testing themselves, probing for the strengths and weaknesses of their opponents but not yet engaging the larger troops…
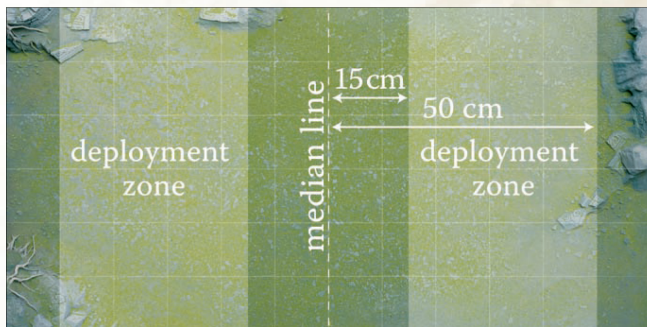
SITUATION:

Scenery: 6

The two players are both considered to be Attackers.

DEPLOYMENT:

The two players deploy in Line of Battle according to the rules on page 124 of the Confrontation 3 Book.

OBJECTIVE:

The two players must eliminate as many of their opponents while preserving their own fighters.

Note: *A Fighter who has fled off the table (whichever the side) is considered KILLED OUTRIGHT.*

VICTORY CONDITIONS:

At the end of the game, each player adds the value in AP of losses that he has inflicted on his enemy. Each player subtracts his own losses from this value.

From that result, you obtain:

- 0 and less = 0 VP
- + 1 to +100 AP = 1VP
- + 101 to +200 PA = 2 VP
- more than +200 AP = 3 VP

Example: Player A eliminates a value of 340 AP of his enemy's force.

Player B eliminates 78 AP of Player A.

Player A subtracts 78 from 340 = +262. He gains 3 VP.

Player B subtracts 340 from 78 = -262. He gains no (zero) VP.

Note: *Fighters in "rout" are considered to be losses.*

BONUS:

- 100 AP for KILLING OUTRIGHT the enemy Chief.
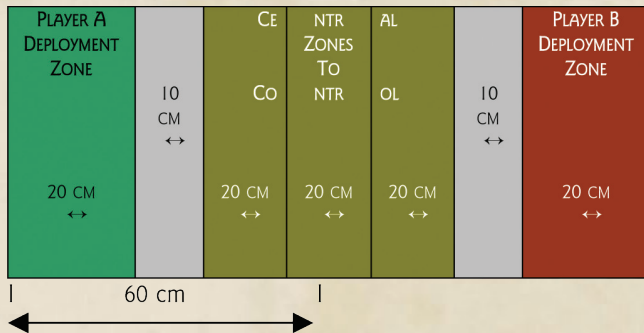
* Maximum bonus: 100 AP.

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2005-2006

TAKE THE POSITION

(Difficulty: Simple)

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…

PLAYER A DEPLOYMENT ZONE	10 CM ↔	CENTR ZONES TO CONTR	AL OL	10 CM ↔	PLAYER B DEPLOYMENT ZONE
20 CM ↔		20 CM ↔	20 CM ↔	20 CM ↔	20 CM ↔

I   60 cm   I

SITUATION:

Scenery: 6

The two players are both considered to be Attackers.

DEPLOYMENT:

Objective Zones to control: Three Rectangular Zones 20cm by 60cm in the centre of the table. One central Zone is centred on the median line, and the two others are centred 20 cm away.

These are the Central Zones.

- Deployment zones of the two players:
  Two Zones of 20 cm on the short ends of the table.

- Neutral Zones:
  Two Neutral Zones of 10 cm separate the deployment zones and the Central Zones.

OBJECTIVES:

The two players must control the greatest possible number of the Central Zones.

VICTORY CONDITIONS:

At the end of the game, the players identify the number of Central Zones each Controls.

A player gains 1 VP per Central Zone controlled.

Note: *The rules for control are found on page 124 and 125 of the Confrontation 3 rulebook in the paragraph on Victory Conditions.*

BONUS:

- 100 AP for KILLING OUTRIGHT the enemy Chief

* Maximum bonus: 100 AP.

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2005-2006

TIMBER!

(Difficulty: Simple)

Based upon an original idea by Valerian Di Muzio.

Sometimes armies in need of wood dare to enter the forest of Quitayran. Its precious wood is famous throughout all of Arklaash for the quality of the weapons and projectiles that it provides…

PLAYER A DEPLOYMENT ZONE 10 CM
15 CM
CENTRAL TREE ZONE 10 CM
15 CM
PLAYER B DEPLOYMENT ZONE 10 CM

SITUATION:

Scenery: 6

The two players are both considered to be Attackers.

Nine Trees are represented by Infantry bases.

One tree is placed on the median line, in the centre of the table. The other eight trees are placed in turns by the players a minimum of 10 cm from the others in the central zone of the table (5 cm to either side of the median line).

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

Each tree is considered to be an element of terrain and 4 SP, a RES of 8, and the abilities Inalterable and Large Size.

A destroyed tree is replaced by a "Wood" counter in the same location as its base. If the tree was destroyed by a model in contact with it then that combatant is given the "Wood" counter immediately.

Attention! The rules for "Looting" (on page 5 of this Scenario Book) apply to the Wood counters.

Note: *A single figure can carry up to two "Wood" counter at the same time.*

DEPLOYMENT:

Attention! The game takes place across the width of the table.

The players deploy within 10cm of their long table edge.

OBJECTIVE:

After having cut down the trees, the players must collect as much of the precious wood as they can.

VICTORY CONDITIONS:

At the end of the game, the players count the number of "Wood" counters in their possession. Each player gains 1 VP for 3 "Wood" counters.

BONUS:

- 10 AP per tree destroyed.
- 10 (ten) AP for KILLING OUTRIGHT the enemy Chief.

* Maximum bonus: 100 AP.

DURATION:

6 rounds.

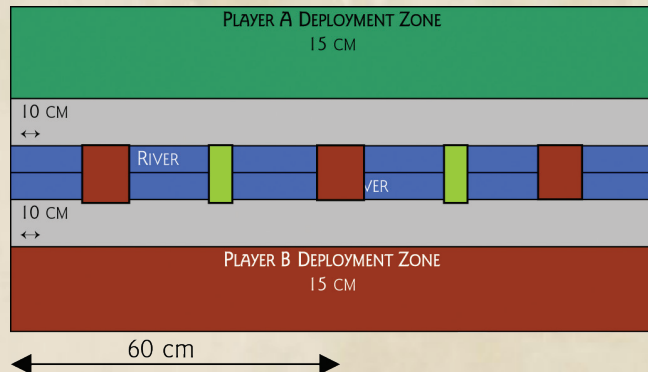## SOURCE:

GDR Scenario Pack 2005-2006

THREE BRIDGES

(Difficulty: Simple)

Based on an original idea by Nicolas Cuny.

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.

| PLAYER A DEPLOYMENT ZONE |
| 15 CM |

10 CM ↔

RIVER

VER

10 CM ↔

| PLAYER B DEPLOYMENT ZONE |
| 15 CM |

← 60 cm →

SITUATION:

Scenery: 6 or 8

The two players are considered to be Attackers.

The table is divided lengthwise by an uncrossable river in the centre of the table.

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:

- The bridges are represented by 2 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 represented by a single Rackham playing card (width: 6.3 cm / length: 8.6 cm).

Note: *Only the three bridges and two fords are represented by playing cards. The river may be delimited by markers or gems. The same can be said for the bridges or the fords.*

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: *The River may be crossed with the "Leap" or "Flight" abilities.*

DEPLOYMENT:

Attention! The game takes place across the width of the table.

The players deploy on the long edges of the board within 15 cm of their long edge of the table.

Special case: Scouts may not be deployed on the bridges.

OBJECTIVES:

The players must seize the highest possible number of bridges.

VICTORY CONDITIONS:

At the end of the game, the players count the bridges each one controls.

A player gains 1 VP per bridge controlled.

Note: *The rules for control are found on page 124 and 125 of the Confrontation 3 rulebook in the paragraph on Victory Conditions.*

The rule for control concerns only the surface of the two cards that represent the bridge.

BONUS:

- 50 AP per ford controlled
- Maximum bonus: 100.

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2005-2006

ESCORT

(Difficulty: Medium)

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.

PLAYER A DEPLOYMENT ZONE 10 CM
40 CM
PLAYER B DEPLOYMENT ZONE 10 CM

SITUATION:

Scenery: 6

Both players are considered to be Attackers.

Each player controls two hostages.

Their reference card is not used to represent them in the activation sequence.

Hostages are not included in the numbers for the players.

During deployments, each player must choose two cards from his army list who will be called "Escorts" in this scenario. One hostage is associated with each of these cards.

The total value in AP of the fighters represented by these two cards must be at least 60 AP.

Members of an Escort must be fighters who move at level 0.

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. which may affect a Hostage are those which result in a wound: 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 10cm of the hostage they are protecting. Once an assault is declared, if the target is found to be further than 10cm 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 10cm 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 10cm 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 10cm 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 10cm 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 (Reference Card)
Mov: 10
Ini: 2
Att / Str: 1 / 3
Def / Res: 3 / 4
Aim: -
Cou: 6
Dis: *
"We can't take any chances…"

Equipment: Dagger, Rags.
Abilities: Bravery, Survival Instinct, Mercenary.
Rank: Regular Independent.

ESCORT (CONTINUED)

Size: Medium size.
Cost: -
***:** Best Discipline in the army -1.

DEPLOYMENT:

Attention! The game takes place across the width of the table.

The players deploy along the long edge within 10 cm of their side of the table.

OBJECTIVES:

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

VICTORY CONDITIONS:

At the end of the game:

- 1 VP for the first player to exit one of his hostages.
- 1 VP for exiting more hostages than the opponent.
  Note: *If the number of hostages exited is equal this point is not scored.*
- 1 VP for the player who has the most AP of Escorts remaining at the end of the game.
  Note: *If the AP of Escorts remaining is equal this point is not scored.*

Note: *A Hostage forced to flee off the table (whatever the side) is considered KILLED OUTRIGHT.*

BONUS:

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

* Maximum bonus: 100 AP.

DURATION:

6 rounds.

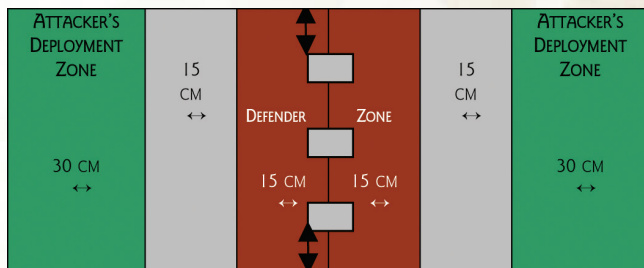## SOURCE:

GDR Scenario Pack 2005-2006

ARSONISTS

(Difficulty: Medium)

Based on an original idea by Hieu Bieu Luu.

Weakening the enemy also defeats him: destroy his resources, his food and his home and you destroy his morale.

SITUATION:

Scenery: 6

This mission requires an Attacker and a Defender.

Three Confrontation cards are placed lengthwise on the median line, one in the centre of the table and the 2 others 10 cm from the edge of the table.

These cards represent houses and are considered to be large-sized elements of scenery.

The Attacker:

- The Attacker has two "fire" counters to assign to fighters in his army list.

Attention! The rules for "Looting" (see page 3) apply to the fire counters.

- A fighter may not carry more than one fire counter at a time.
- The first fire counter is revealed at the moment the carrier is deployed.
- The second fire counter remains hidden until Turn 3 and is then automatically revealed at the beginning of the turn.

Note: *It is advisable to note precisely which figures have markers on the Round List.*

Special Case: Scouts do not benefit from their special deployment if they are in possession of a fire counter. Thus, they cannot be deployed outside of their Deployment Zone and they are not invisible.

The Defender:

- The Defending player cannot seize the fire counters in any way.
- Likewise, he cannot cover a fire counter with a figurine's base. However, it is permissible to block access to a counter.

Note: *It is advised to represent a "Fire" counter with a gem or similar sized token.*

A carrier who ends his movement (including pursuit movement) in contact with a house may immediately place a fire token. The area is considered to be on fire.

It is possible to pick up a fire counter during a pursuit movement and to set fire to a house if the fighter's base comes into contact with a house.

After having set a house afire, the carrier of the fire marker still keeps the marker.

At the end of each turn (including the one when the marker was placed), add a new marker and then count the Numbers of each camp in contact with the burning house.

The player with the higher Numbers may then choose to add or remove a number of markers equivalent to the difference between his Numbers and that of his opponent.

If all of the markers are removed from a house, the fire is extinguished.

Special Case: Summoned models are not counted as Numbers on the turn they are summoned.

The houses do not have structure points and burn without breaking down.

DEPLOYMENT:

The Defending player deploys up to 15 cm away from the median line.

The Attacking player deploys up to 30 cm away from the short ends of the table.

OBJECTIVES:

The Attacking player must set fire to his opponent's houses.

The Defending player must protect them from fire.

VICTORY CONDITIONS:

At the end of the game, the Attacker receives 1 VP for each house on fire.

The Defender receives 1 VP for each house that isn't on fire.

BONUS:

- 50 AP for the Attacker for each Fire counter in his possession.
- 50 AP for the Defender for each Fire counter not in the possession of the Attacker.
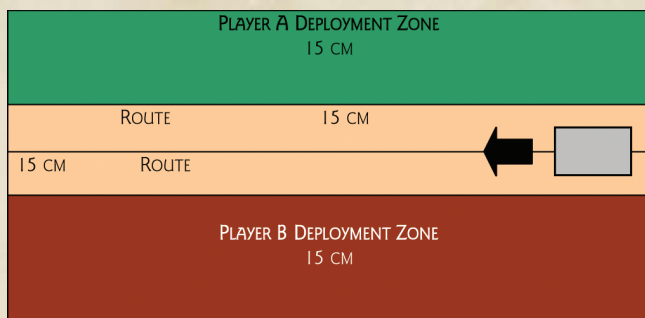
* Maximum Bonus: 100 AP.

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2005-2006

"STUPID NAGS!"

(Difficulty: High)

A carriage crossed the valley… The young apprentice day-dreamed happily, and when the horses suddenly neighed and reared he didn't have time to tighten his hold: he was irredeemably ejected. These tall grasses swarmed with serpents… When he arose, unscathed, the carriage had already disappeared behind a hill. He began to run, desperate to recover his precious cargo…

```
┌─────────────────────────────────────────┐
│        PLAYER A DEPLOYMENT ZONE          │
│                 15 CM                    │
├─────────────────────────────────────────┤
│    ROUTE              15 CM              │
│ 15 CM     ROUTE               ←    [  ]  │
├─────────────────────────────────────────┤
│        PLAYER B DEPLOYMENT ZONE          │
│                 15 CM                    │
└─────────────────────────────────────────┘
```

SITUATION:

Scenery: 6 or 8

Attention! No elements of scenery may be placed in the zone representing the route.

The two players are considered to be Attackers.

The carriage and the team are represented by two Confrontation cards butted against each other long ways. They form a single entity 6.3 cm in width and 17.2 cm in length: the Convoy.

The Convoy:

Before the deployment of the troops, the Convoy is placed randomly (roll 1d6) at the left or right of the table, 1 cm from the edge, on the median line, facing the inside of the table.

The Carriage is thus positioned to cross from one side of the table to the other lengthwise.

Note: *a Speed token is placed on the Carriage.*

Place six counters on the card for the Carriage to represent the crates.

- The Convoy is always moved a random distance of 15+3d6 cm in a straight line along the median line.

Note: *The player who won the Tactical roll rolls the dice and moves the Convoy before any other fighter's activation.*

- It is always considered to be charging and does not avoid any obstacle.
- Shooting against the Convoy is carried out the same way whether against the team or the carriage.
- The team is considered to be Large size and the car-

riage Very Large Size.
The convoy counts as a fighter for distribution of shots if one or more fighters are in contact with it.

- The Carriage has the abilities Irrepressible and Impact/3 (the strength of the first impact is 9). Refer to page 147 of the Confrontation 3 Book.
- If immobilized, The Convoy must try to disengage by force on its activation.
  Note: *The disengagement roll is made by the winner of the Tactical roll.*

Consider the Strength of the Convoy to be 10 for this test. When it disengages, the Convoy moves in a straight line. It must attempt this action even if one or more fighters are in contact with the front of the team.

If the disengagement is successful, each fighter in contact with the Convoy at the start of the turn receives a wound roll of Strength 3.

If unsuccessful, it remains immobile.

In spite of the absence of crew the Convoy is considered to be a fighter and places all its dice in Defence. It is impossible to set foot on the Carriage, even when it is immobilized, nor to take control of it.

Attention! If the Convoy loses all of its Structure Points, the cards representing it are removed from play as well as all of the crates still in the carriage.

Special Case: A trap placed in the path of the convoy damages the carriage according to the normal rules.

The Crates:

The Carriage loses one crate:

- Each time the result of the 3d6 roll is equal to or greater than 8.
  The crate is then placed in contact with the back edge of the carriage before its move.
- Each time a shot removes a Structure Point from the Convoy, a crate is placed in contact with the back edge of the carriage.
- It is impossible to seize a crate from the carriage as long as it is not immobilized.
- When the Convoy is immobilized, any fighter in contact with an access to the Carriage (i.e. to the rear or sides of the card that represents the Carriage part of the Convoy) may seize a crate.
- When a crate counter is revealed, the player rolls 1d6 and consults the table below:

1. Crate of Mana
2. Crate of Food
3. Crate of Mana
4. Crate of Food
5. Crate of Mana
6. Crate of Food

"STUPID NAGS!"
(CONTINUED)

The same result may not be rolled more than once, and the player must re-roll until the possibilities are exhausted.

Example: The two players may use gems of different colours to represent the types of Crates.

Attention! The rules for "Looting" (see page 3) apply for the Crate counters.

• Each fighter may not carry more than one "Crate" counter at a time.

The Convoy (Reference Card)
Mov: 15
Ini: 2
Att / Str: 0 / 5
Def / Res: 1 / 10
Aim: -
Cou: -
Dis:
Weight / S.P.: 5 / 5
Equipment: cover.
Abilities: Impact / 3, Inalterable, Irrepressible, Access rear and sides
Rank: Special, Independent, Chariot, Very Large Size.
Crew: -

Note: the Carriage is considered to have left the table of play when the card that represents the Carriage itself touches the edge of the table.

DEPLOYMENT:

Attention! The game takes place across the width of the table.

The players deploy on the long edges of the board within 15 cm of their long edge of the table.

Special Case: Scouts and all other figures with special deployment rules may not be deployed on the route.

OBJECTIVES:

The players must recover the precious cargo from the Carriage.

The Carriage contains six crates, three crates of Mana and three crates of Food, represented by counters.

VICTORY CONDITIONS:

At the end of the game, a player gains 1 VP for each crate of Mana paired with a crate of Food in his possession.

Example: If the player has two crates of Mana and one crate of Food, he receives 1 VP. If the player has three crates of Mana, he receives 0 VP.

BONUS:

• 100 AP for the player who immobilizes the Convoy for the first time.
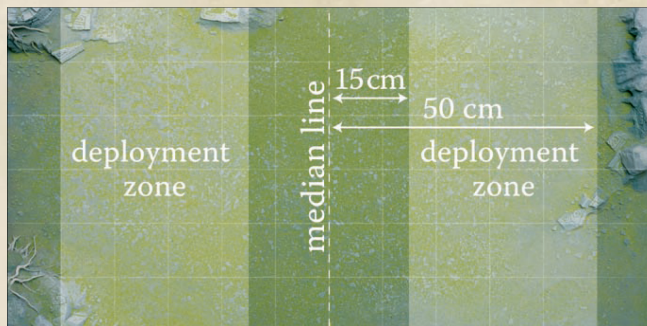
* Maximum bonus: 100 AP.

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2005-2006

AARKLASH PIGEON

From an idea by Paul Deaville (UKCORD).

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

SITUATION:

Scenario Scenery: No scenario scenery is required.

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

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

SPECIAL RULES:

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

DEPLOYMENT:

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

Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

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

VICTORY CONDITIONS:

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

BONUS:

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

Maximum Bonus: 100 AP

DURATION:

6 rounds.
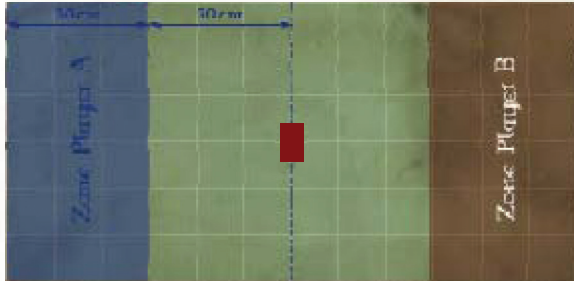
SOURCE:

GDR Scenario Pack 2009

AMULET OF TERROR

From an idea by the RTS group (CDRF).

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

SITUATION:

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

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

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

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

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

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

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

SPECIAL RULES:

• When a grave is destroyed an Ancient Zombie is immediately placed on the grave, in base contact with the fighter that destroyed the grave and only this fighter. Make a Fear test if required and resolve the combat immediately, even though you have just fought against an element of scenery. Only the Ancient Zombie may make a pursuit movement after the combat.

• Once the last grave has been destroyed the Forgotten Hero's tomb can be attacked. When the tomb is destroyed the Forgotten Hero is placed and fights in the same way as the Ancient Zombies. When the Forgotten Hero dies he drops a Carry/1 token representing his amulet.

• Both Ancient Zombies and the Forgotten Hero fight using the Neutral Fighter rules

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

Ancient Zombie (Reference Card)
Mov: 7.5
Ini: 1
Att-Str: 4 / 7
Def-Res: 3 / 8
Aim: -
Fear: 5
Dis: -
Abilities: Living-dead, Regeneration/5, Fierce Special Independent, 25AP

AMULET OF TERROR (CONTINUED)

Forgotten Hero (Reference Card)
Mov: 10
Ini: 4
Att / Str: 7 / 12
Def / Res: 5 / 10
Aim: -
Fear: 8
Dis: -
Abilities: Living-dead, Regeneration/5, Fierce, Hard-boiled
Special Character, 90AP

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

DEPLOYMENT:

The two deployment zones are 30 cm from the short table edges. Determine the deployment zone for

each player after all terrain has been placed.

OBJECTIVES:

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

VICTORY CONDITIONS:

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

BONUS:

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

Maximum Bonus: 100 AP

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2009

BATTLE OF THE CHIEFS

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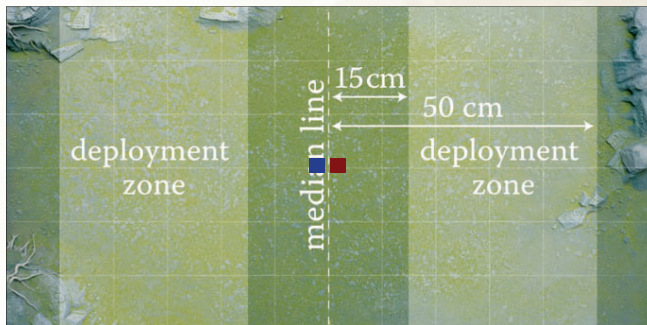
SITUATION:

Scenario Scenery: No scenario scenery is required.

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

Moveable Scenery: No moveable scenery is required.

SPECIAL RULES:

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

- A friendly fighter other than the Chief targets or affects the opponent's Chief with a shot (including all artillery), spell, miracle, assault or any other game effect while his own Chief is still alive.

- The Chief makes a voluntary move which is not an assault and which does not end with him closer to the opponent's deployment zone.

- The Chief makes a flee movement.

- The Chief voluntarily leaves level 0. This includes the "Rejection" spell.

DEPLOYMENT:

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

Before any other fighters are deployed, the two opposing Chiefs must be placed in base-to-base contact in the centre of the table. Fighters deployed on the same card

as the Chief may be deployed between 5 cm and 10 cm away from their Chief. The remaining fighters deploy normally.

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

OBJECTIVES:

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

VICTORY CONDITIONS:

- 1 VP if the opponent's Chief is dead, has fled off the table or is in rout at the end of the game.

- 1 VP if your Chief is alive on the table and not in rout at the end of the game.

- 1 VP if your Chief was the last Chief to back down. However, if neither Chief backed down but your Chief is alive (and not in rout) and the opponent has lost his entire army then you win this VP: heroism is useless if there are no witnesses!

BONUS:

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

Maximum Bonus: 100 AP

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2009

BOMBS

From an idea by Stefan Karlsson (NCORD).

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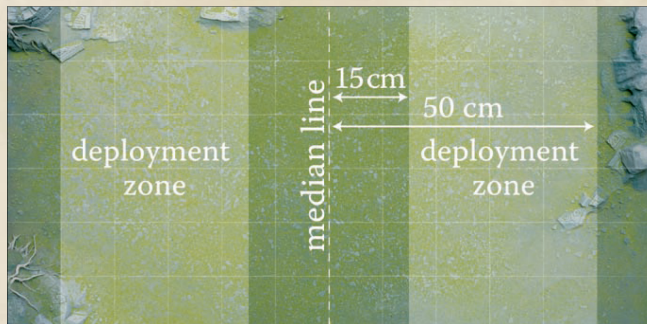
SITUATION:

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

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

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

Moveable Scenery: No moveable scenery is required.

SPECIAL RULES:

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

DEPLOYMENT:

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

OBJECTIVES:

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

VICTORY CONDITIONS:

Each bomb has a control radius of 10 cm.

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

- 1 VP for each bomb controlled.

BONUS:

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

Maximum Bonus: 100 AP

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2009

BORDER WARS

From an idea by Alexander Gernjak (ALPCORD).

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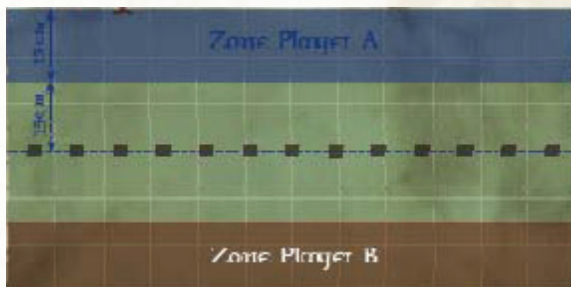
SITUATION:

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

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

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

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

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

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

Moveable Scenery: No moveable scenery is required.

SPECIAL RULES:

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

- Fighters must have the maximum amount of the front edge of their base in contact with the stone to push it.

- At least one of these fighters must be free of all opponents and at Level 0. In addition, this fighter must not be subject to an effect that immobilizes it.

- There must be no opponents in contact with the boundary stone.

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

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

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

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

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

DEPLOYMENT:

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

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

OBJECTIVES:

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

VICTORY CONDITIONS:

- 1 VP if more boundary stones are in the opponent's half of the table at the end of the game.

- 1 VP if the boundary stone furthest from the median line is in the opponent's half of the table at the end of the game. If the furthest stone in your half of the table is the same distance from the median line then this VP is not awarded.

- 1 VP for the player who has a higher AP value of fighters positioned entirely in his opponent's half of the table at the end of the game. Fighters positioned

BORDER WARS
(CONTINUED)

across the centre line do not count.

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

BONUS:

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

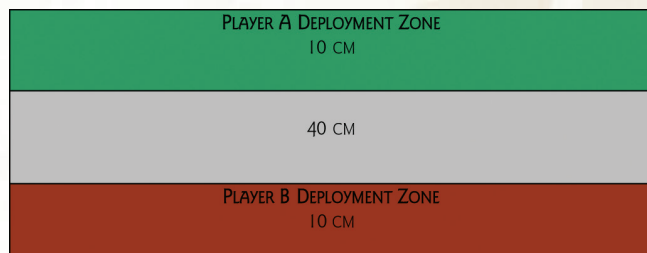**Maximum Bonus: 100 AP**

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2009

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…

PLAYER A DEPLOYMENT ZONE
10 CM
40 CM
PLAYER B DEPLOYMENT ZONE
10 CM

SITUATION:

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

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

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

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

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

SPECIAL RULES:

• Before deployment, each player selects one of their fighters to carry a Torch and notes it on their round list. The torch bearer is not revealed at the start of the game. The torch bearer is only revealed if she is killed or removed from the game, sets fire to the enemy house or at the end of the second round.

  • When the torch bearer ends a move (normal or pursuit) in contact with the enemy house, she sets it on fire. Put one Fire counter on the house.

  • At the end of every round, in the Maintenance phase, if a house is still on fire add one Fire counter to it and then calculate the combined Force of models in contact with the house for each army. The side with more Force chooses to add or remove a number of Fire counters equal to the difference. If all counters have been removed, the fire is extinguished and the house is no longer considered to be on fire.

However, if an enemy fighter carrying a torch ends its move in contact the house will be set on fire again. Houses burn without ever collapsing.

  • An opponent's torch may never be picked up, covered or blocked.

DEPLOYMENT:

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

OBJECTIVES:

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

VICTORY CONDITIONS:

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

  • 1 VP if the opponent's house has at least one fire counter at the end of the game.

  • 1 VP if your own house has no fire counters at the end of the game.

  • 1 VP if you control the tower.

BONUS:

  • 50 AP if you are still carrying your torch at the end of the game.

  • 50 AP if your opponent's torch is not being carried at the end of the game.

Maximum Bonus: 100 AP

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2009

DARK SOULS

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

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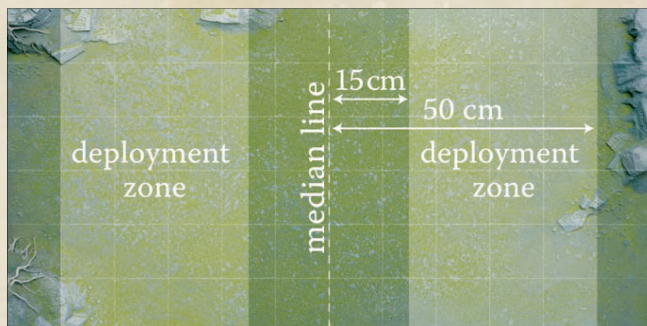
SITUATION:

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

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

Moveable Scenery: No moveable scenery is required.

SPECIAL RULES:

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

Liberating the Dark Soul

- The liberation of the dark soul can be done when the bearer of the Dark Soul is activated, before announcing any assaults or other exclusive actions. The bearer is immediately removed from the game but is not considered as a loss or killed outright (so abilities like Fierce or Reinforcement do not take effect) and cannot return to the game by any means.
- The Dark Soul comes in play at the same place as the bearer, has the same base size as the bearer and has the same orientation. It is considered to be of Medium size (3 cm tall) regardless of its actual base size. A suitable marker or figure should be used to represent it.
- At the moment of the liberation, opponents in contact must test for Fear. Opponents that haven't already been activated that round will immediately

flee if they fail the Courage test: no Disengagement test is required.

- The Dark Soul can be activated normally during the round of its liberation. It is considered to be a different fighter than the bearer and may move freely, even if the bearer had been assaulted that round.
- The Dark Soul is activated on the bearer's card until the end of the game.
- If the bearer is killed outright before the Dark Soul is liberated, the Dark Soul immediately comes into play as described above. However, the Dark Soul will suffer an additional penalty of -2 to the final results of Initiative, Attack and Defence tests until the end of the game.

Dark Soul (reference card)
Mov: 10
Ini: 2
Att / Str: 5 / 8
Def / Res: 1 / 5
Aim: -
Fear: 7
Dis: -
Abilities: Living-dead, Bane/Character, Ethereal, Medium size, *, **
Special Independent, 50AP

Special rules

* For games with a maximum army size of 800 AP or more, the Dark Soul gains the Born-killer ability.

** If the enemy Chief leaves level 0 (by any game effect), the Dark Soul immediately gains the Flight ability (MOV 10/20) until the end of the game.

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

Attention: *The profile for the Dark Soul varies in propor-*

DARK SOULS
(CONTINUED)

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

DARK SOUL

10 / 20

3

4-8

2-6

-

-

8

-

Skills : Living-Dead Bane / Character Etheral Flight.

0

DARK SOUL

10 / 20

4

5-9

3-7

-

-

9

-

Skills : Living-Dead Bane / Character Etheral Flight.

0

DARK SOUL

10 / 20

5

6-10

4-8

-

-

10

-

Skills : Living-Dead Bane / Character Etheral Flight Born Killer.

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 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

DURATION:
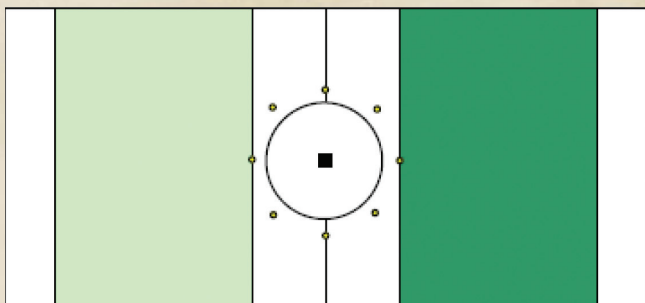
6 rounds.

SOURCE:

GDR Scenario Pack 2009

DARK TOWER

From an idea by Rich Baker (UKCORD).

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

SITUATION:

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

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

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

Example: If the armies are a maximum of 400 AP this scenario requires eight treasure tokens. 1 token to represent the Golem's golden nose.

SPECIAL RULES:

The Tower Ruins

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

Treasure

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

    ⚀ = No effect

    ⚁, ⚂ = Stunned

    ⚃, ⚄, ⚅ = Light wound

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

The Casket of Ghon-Zho

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

The Golden Golem

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

Golden Golem (reference card)
Mov: 0
Ini: 2*
Att / Str: 4 / 0**
Def / Res: 0 / 9
Aim: -
Cou: -
Dis: -
Abilities: Construct, Vivacity, Steadfast, Immunity/special, Immunity/Exceptional Wounds, Large size Special Independent, 50AP

Special rules

* The Golem gains +1 INI for each opponent in contact after the first.

** The Golem always causes STR 0 hits but considers its target's RES as 0. Effects such as Hard-boiled, Sacred Armour and Survival Instinct still apply. The Golem's STR is not affected by Wound penalties.

*** The Golem is immune to all the effects of spells and miracles except those that cause damage.

Note: *The Golden Golem is not a character.*

Attention: The profile for the Golden Golem varies in proportion to the maximum size of the armies. The minimum

DARK TOWER
(CONTINUED)

profile, for 200 AP games, is detailed above. For each additional portion, even incomplete, of 200 AP the Golden Golem gains +1 in Initiative, Attack, and Resilience and has +15 AP value.

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

The Golden Nose is a Carry/1 token.

DEPLOYMENT:

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

Determine the deployment zone for each player after all terrain has been placed.

OBJECTIVES:

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

VICTORY CONDITIONS:

The control area of the Casket is "contact".

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

BONUS:

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

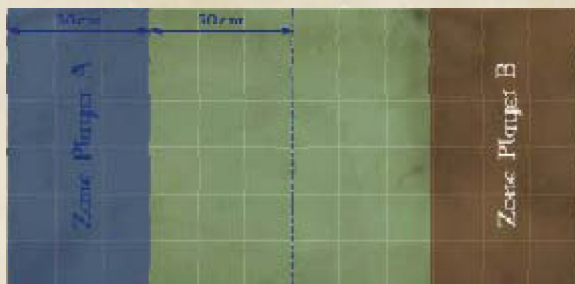Maximum Bonus: 100 AP

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2009

FRAGMENTS OF THE MOON

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

SITUATION:

Scenario Scenery: No scenario scenery is required.

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

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

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

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

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

SPECIAL RULES:

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

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

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

DEPLOYMENT:

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

OBJECTIVES:

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

VICTORY CONDITIONS:

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

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

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

BONUS:

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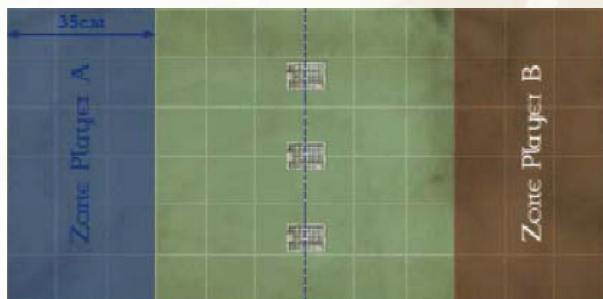
Maximum Bonus: 100 AP

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2009

GIMME THE CASH

From an idea by Kenton Sheppard (UKCORD).

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

SITUATION:

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

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

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

Moveable Scenery: No moveable scenery is required.

SPECIAL RULES:

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

DEPLOYMENT:

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

OBJECTIVES:

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

VICTORY CONDITIONS:

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

- 1 VP for each tomb on which you have more

counters than your opponent.

BONUS:

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

Maximum Bonus: 100 AP

DURATION:

6 rounds.

SOURCE:

GDR Scenario Pack 2009

HARASSING (HARCELEMENT)

In this period of conflicts, one does not ignore the scouts engaging the various races. However one has to expect worse? We are at that stage of observation, the races are tested, forces have been determined and weaknesses of the adversaries are known but large armies have not yet been engaged.
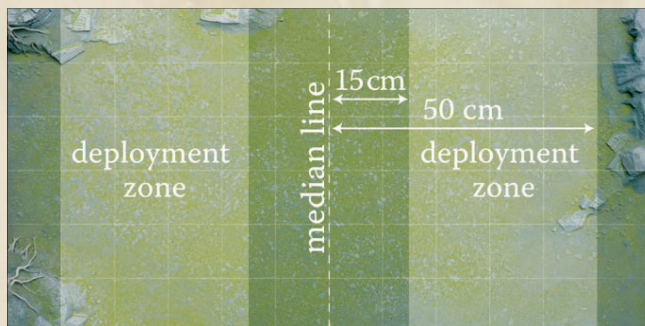
DEPLOYMENT:

The deployment is carried out normally.

OBJECTIVE:

The player must badger his adversary so that half of its manpower are at least in a Serious wound state at the end of a turn or in the course of the game.

In order to define the objective quantitatively, it is enough to simply determine half the enemy troops at the time of deployment (round up). Taking into account the limitations of the tournament, the player will have at least to wound seriously from 3 to 10 miniatures.

The troops summoned in the course of the game are not considered and only the state of the miniature at the end of the turn is taken into account. However, if the objective is met in the course of the game, the commander orders a massive retreat in order to not expose his troops unnecessarily. This order will then cause evaluating the objective in the course of the game and not at the end, which will permit situations posed by competences like Reinforcement, Regeneration and of the Spells and Miracles used to cure. This retreat order is resolved immediately at the beginning of the next turn, after the drawing of the army cards and is subject to the following rules:

- the objective must be met at the time the order is given.
- only the initial commander of the troops can give this order. If he died or left the table, this order cannot be given. If he is fleeing, he must successfully rally first.
- this order can be given only once a game.

The effects are as follows:

- the troops fleeing are automatically rallied at the time their card is activated.
- all the committed troops in combat must try a disengagement when their card is activated. The difficulty is 3+1 per adversary in base to base contact.
- the miniatures charged or engaged at the beginning of the turn also must try to disengage with a difficulty of 4+2 per adversary to the contact. This disengagement is obligatory.
- all the miniatures which successfully disengage must move at least their Movement characteristic towards their edge of table. No miniature can leave the table following this movement: it must stop at the edge of table.
- all the miniatures who may freely use their movement must also move towards their table edge using at least their Movement characteristic.
- all the miniatures are directed in good sense. Miracles, Spells and Ranged attacks are resolved normally.

VICTORY CONDITIONS:

A player who put at least half of their enemy troops in a Serious state or worse can assert VICTORY.

If his adversary did the same or more it is a NULL match.

In all the other cases it is a DEFEAT.

Note: *A player who filled the objective during the game (called for the massive retreat) and who lost any troops on the table at the end of the turn, is automatically a DEFEAT; for its adversary, which largely filled his objective, it is a VICTORY.*

BONUS:

APs gained are noted normally and the following bonus apply:

- Enemy commander killed during the game: + 50 Aps
- Player given an order of retreat during the game: + 50 Aps
- Entire opposing army in a Serious state or more at the end of the game/turn: +100 APs

DURATION:

6 rounds.

SOURCE:

Unknwon

THE HILL (LA COLLINE)

The night fell as the Commanders worked out plans. On this plain, only a small hill held any interest. In fact, this vulgar hill was the only strategic aspect so that the battle to come would not be summarized with a blood bath. The army which would occupy this position would undoubtedly see the blood of its enemies reddening the plain. It had to be taken, rapidly, especially so as not to let the enemy take even a foot-hold.

For the group which left, the battle began this evening…
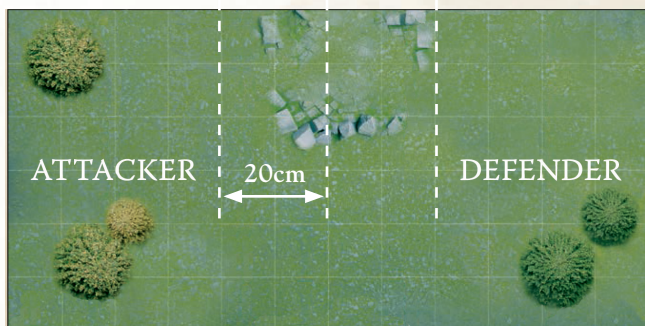
SITUATION:

One of the three terrain elements is placed equitably in the center of the table of play. It must allow engagements on the majority of its surface and be accessible on all edges.

DEPLOYMENT:

The troops are deployed on their half of the table, with none more close than 20cm of the center line. In no case can a miniature be deployed so as to be able to charge an enemy miniature on the first turn (this doesn't include magic objects, Spells and abilities that affect movement).

The scouts deploy according to the normal rules but cannot be placed less than their Movement distance from the central element.

OBJECTIVE:

The player must occupy the central zone with a minimum of 100 APs at the end of the game. These 100 APs must correspond to a minimum of 3 miniatures, and constitute the minimum necessary to occupy the position. Only Miracles and Spells are not counted in determining the total APs. The APs used is that indicated on the card of the miniature or the magic object.

Summoned troops and creatures are taken into account in the calculation of the points but not in calculating the number of miniatures. Only the miniatures whose bases are totally in the zone and who are not fleeing are counted.

VICTORY CONDITIONS:

A player who occupies the zone with 100 APs and 3 miniatures at the end of the game can assert VICTORY.

However, if his adversary also adds up 100 APs and 3 miniatures in this zone the meeting shows a NULL match: does the engagement continue and the occupation is dubious at best, or are there reinforcements of one side or the other likely to arrive? The battle will be only advanced.

In all the other cases, it is a DEFEAT: all the troops leave the position to prepare for the battle to come.

BONUS:

APs gained are noted normally and the following bonus apply:

- State of the adversary's Commander at the end of the game

  +100 AP if he is dead

  +50 AP if he has a Critical wound

  +20 AP if he has a Serious wound

- 200 AP or more in the zone at the end of the game: +100 APs

DURATION:

6 rounds.

SOURCE:

Unknwon

ASSASSINATION 2

(Difficulty: Hard)

"Now is your chance! Show your worth! Hunt down their leaders!"

SITUATION:

The player with the higher AP is the Defender.

The other player is the Attacker.

The Defender has been ambushed by a smaller force with only one goal in mind – the death of the larger company's captain.

OBJECTIVES:

The defender must attempt to breach the larger force's perimeter and assassinate their captain and key personnel. The attacker must defend his captain and key personnel.

DEPLOYMENT:

The Defender may only deploy within 10 cm of the center of the battlefield.

The attacking force may deploy within 10 cm of any table edge.

VICTORY CONDITIONS:

If the defender's captain is still alive at the end of the game, the defender wins. If he has been Killed Outright at any point during the game, the attacker wins.

BONUSES (EP):

If the defender wins the battle, all of his fighters receive 10 EP.

If the attacker wins the battle, all of his fighters receive 15 EP. Additionally, the fighter who kills the defending captain receives 20 EP. A fighter killing a defending lieutenant receives 15 EP. And a fighter killing a defending fighter with a secondary role (e.g. Medic, Tracker, etc.) receives 10 EP. If either side's captain is killed outright and does not survive to the next the battle (following the recuperation table roll), the other captain (if alive) will receive 5 EP.

DURATION:

This battle will last until one of the following conditions is met:

- 6 rounds have passed.
- One of the players retreats
- The defending captain is Killed Outright

SOURCE:

Dogs of War League Kit

HOLD YOUR GROUND!

(Difficulty: Easy)

"When you're attacked… you'll see them coming. Do your job and you'll be rewarded handsomely!"

SITUATION:

The player with the lower AP value is the Defender. The other player is the Attacker.

The defender places a piece of terrain at the center of his deployment zone (approximately 15-20 cm in diameter). No other terrain is placed on the battlefield.

APPROACH/DEPLOYMENT:

This terrain and 5 cm around it is the defender's deployment zone. The attackers may deploy anywhere on their half of the battlefield.

OBJECTIVES:

The defender must maintain control of the terrain. The attacker must take control of the terrain feature.

The player with the most AP value in contact with the terrain feature at the end of the game will control the terrain feature. If both players have the same amount of AP, the terrain is considered lost by both sides.

VICTORY CONDITIONS:

At the end of the battle the victory points (VP) are calculated as follows.

The player with the most VP is the winner.

- 1 VP for reducing the opponent's figure count below half at the end of the game.
- 2 VP for controlling the terrain feature at the end of the battle.

The player who wins the most VP is victorious. If both companies have the same amount of VP, then the battle is a draw.

BONUSES (EP):

At the end of the game the winner of the battle gains a bonus of 8 EP per fighter and wins 15 resource points for the company.

DURATION:

This battle will last until one of the following conditions is met:
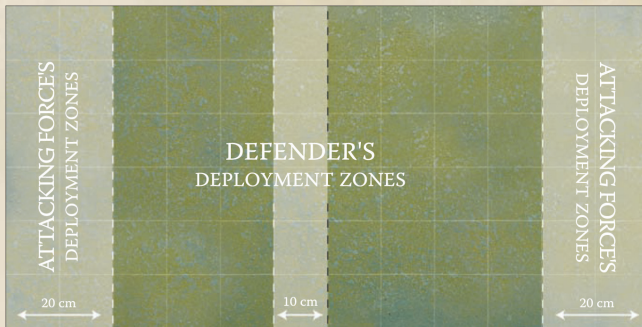
- 5 rounds have passed.
- One of the players retreats

SOURCE:

Dogs of War League Kit

IN A PINCH

(Difficulty: Medium)

"It seems the big guys always pick on the little guys - survival of the fittest. Through clever planning a larger, well-equipped force has trapped a smaller force. The smaller force must escape as quickly as possible with whatever they can carry."

SITUATION:

The player with the smaller AP force is considered the Defender. The other play is the attacker.

The attacker must divide his force in two. This player counts up the number of figures in his company and divides them as evenly as possible.

DEPLOYMENT:

The defender is deployed within 10 cm of the median line of the battlefield.

The attacker may deploy one force within 20 cm of either short edge of the table; and the other force in the same way at the other end of the battlefield.

OBJECTIVES:

The defender simply needs to escape the battlefield. To do so, fighters must leave the battlefield by touching or passing over a short edge of the table.

The attacking force must cut off the defender's escape.

VICTORY CONDITIONS:

Count the number of defending figures that escape the battlefield, and count the number of defending figures slain on the battlefield. If the latter is larger, then the attacker wins – otherwise the defender wins.

BONUSES:

Each defending figure to escape the ambush receives 6 EP. If the attacker retreats, all defending fighters get 4 EP. Each attacking fighter to Kill Outright a defending figure gains 2 additional EP.

DURATION:

This battle will last until one of the following conditions is met:

* 6 rounds have passed.
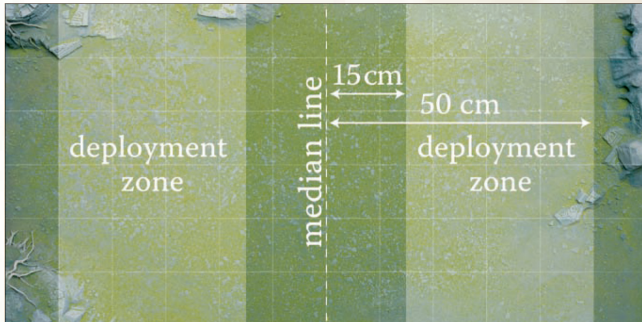* (Only the attacker may choose to retreat.)

SOURCE:

Dogs of War League Kit

INTRUSION 2

(Difficulty: Easy)

"The two companies have been hired as mercenaries by opposing armies to carry out a mission involving the control and securing of certain strategic objectives."

SITUATION:

Both Players are considered to be Attackers.

Five objectives (represented by simple Wound counters or other markers) are placed on the battlefield before the approach phase. The first counter is placed at the center of the battlefield. The players take turns, starting with the one who won the Tactical Roll, placing an objective counter into their opponent's deployment zone. These counters have to be placed at altitude zero in a spot that can be reached by any miniature. They may not be placed more than 20 cm from the battlefield's median line or less than 25 cm from each other.

Each of these counters represents the center of a control zone with a radius of 5 cm. To control this zone, a player must have a figure touching the counter (which cannot be moved). Fighters may not stand on the counter.

A zone is contested if an enemy fighter is within the control zone of the counter. A counter is contested if it's in contact with a fighter from both armies.

OBJECTIVES:

The players have to occupy one or several strategic points at the end of the battle.

DEPLOYMENT:

The two assault groups are deployed using the line of battle mode.

DURATION:

This battle will last until one of the following conditions is met:

- 3+d3 rounds have passed. (Roll before the tactical roll of round 3)
- One of the players retreats

VICTORY CONDITIONS:

At the end of the battle the victory points (VP) are calculated as follows.

The player with the most VP is the winner.

- 1 VP for contesting a zone controlled by the opponent.
- 2 VP for each uncontested zone in your own deployment zone.
- 3 VP for each uncontested zone in your opponent's deployment zone.

The player who wins the most VP is victorious. If both companies have the same amount of VP, then the battle is a draw.

BONUS (EP):

At the end of the game each fighter standing in a control zone held by his force gains a bonus of 5 EP.

If one of the two forces has retreated before the end of the game, then this bonus is won by every fighter in the victorious camp no matter their positions on the battlefield.

DURATION:

Duration is defined according to the values of the assault groups that are present. Once the mission has been chosen, the average value of the two assault groups is calculated. The number of game rounds is then determined depending on this average and the following equivalences:

- Up to 150: 3 rounds
- From 151 to 250: 4 rounds
- From 251 to 350: 5 rounds
- 351 and more: 6 rounds

If the difference in value between the two assault groups is 20 or more, than the player controlling the weaker group may choose to increase the duration by one round. This choice is announced before deployment.
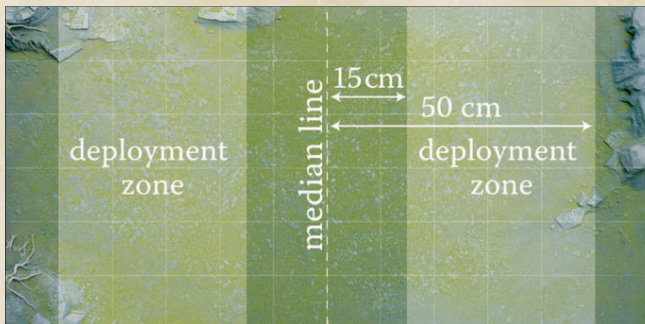
SOURCE:

Dogs of War League Kit

TREASURE HUNT 2

(DIFFICULTY: EASY)

"The army has moved on. Now it is your turn to look for spoils amongst the burnt ruins of the town. No doubt the other mercenaries are thinking the same."

SITUATION:

Both players are considered to be attackers. Each one rolls 1d6 and refers to the table below:

D6 roll	Result
⚀, ⚁	= 4 objects
⚂, ⚃	= 6 objects
⚄, ⚅	= 8 objects

The higher roll indicates the number of priceless jewels to be found. Jewels are represented using "trap" counters. The lower roll indicates the number of worthless objects to be found. Worthless items are represented using "decoy" counters. These counters are turned upside down and are mixed together.

After the approach roll, players take turns placing the counters face down in the neutral zone between the players' deployment zones. They must be placed 5 cm from each other, starting with the player having the lower AP force placing first.

DEPLOYMENT:

Players will deploy using the line of battle deployment rules (Confrontation 3, p. 124). The force with the higher AP value will deploy 5 cm further back from the median line (20 cm).

OBJECTIVES:

The "War Booty" rules (Confrontation 3, p. 97) explain how to pick up the counters. When a fighter picks up a counter the player controlling him looks at it (without showing it to the opponent) and places it on the base of the fighter discovering it. If a counter is dropped by its carrier, then it is placed back on the ground with its face hidden. Each fighter can carry only one such counter at a time.

VICTORY CONDITIONS:

At the end of the game each player counts how many "trap" counters he has. The player with more of them is victorious. If the two forces have the same number of such counters at the end of the game, then it is a draw.

BONUSES:

At the end of the mission each player rolls 1d6 for every "trap" counter he has at the end of the game to determine the value of his premium.

D6 roll	Result
⚀, ⚁	= 3 resource points
⚂, ⚃	= 6 resource points
⚄, ⚅	= 10 resource points

These resources are immediately added to those of the company. If one of the camps retreats before the end of the game, then the victorious camp gets all remaining counters on the ground. The retreating force cannot gain any resource points outside of those they are carrying when they retreat.

DURATION:

This battle will last until one of the following conditions is met:
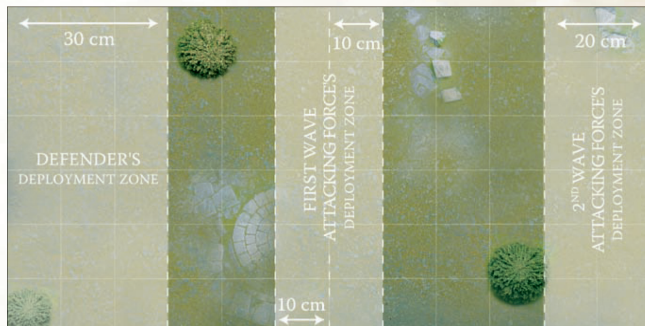
- 6 rounds have passed.
- One of the players retreats

SOURCE:

Dogs of War League Kit

TWO WAVES

(DIFFICULTY: MEDIUM)

"Coordinated attacks often involve two waves of fighters converging on one location. However, even the smallest miscommunication can result in those waves arriving at different times ."

SITUATION:

The player with the smaller AP force is considered the Defender. The other play is the Attacker.

The attacker must divide his force. All figures under 20 AP are grouped into Wave 1. All other figures are grouped into Wave 2. Attacking scouts must be included in a wave and must deploy with that wave, however scouts may choose which wave they want to deploy in.

OBJECTIVES:

The defender is attempting to fight through the larger attacking force and gain ground, if possible.

The attacking force is attempting to eliminate the smaller defending force and advance.

DEPLOYMENT:

The defender's deployment zone is 30 cm from a short edge of the table. Wave 1 of the attacking force's deployment zone includes the area 10 cm on both sides of the median line. Wave 2 of the attacking force's deployment zone is up to 30 cm from the other deployment zone. (There should be at least 20 cm between all three deployment zones.)

VICTORY CONDITIONS:

Each defending figure to reach Wave 1's deployment zone will earn the Defender 1 VP.

Each attacking figure to reach the Defender's deployment zone will earn the Attacker 1 VP.

The player with the most VP at the end of the battle is the victor.

BONUSES:

At the end of the mission, each fighter counted toward VP gains 5 EP if he is still on the battlefield. If a force retreats from the battlefield, this bonus is lost.

DURATION:

This battle will last until one of the following conditions is met:

- 6 rounds have passed.
- One of the players retreats

SOURCE:

Dogs of War League Kit

HUNT FOR SKULLS

"The only good living-dead is a dead living-dead!"

– Inquisitor Eschelius

An evil necromancer's activities are threatening the calm of a usually peaceful country. The dead are rising by the dozens from their graves and are haunting the vicinity of the cemeteries. The local lord has promised a reward for every skull of a damned fighter that is brought back to him!
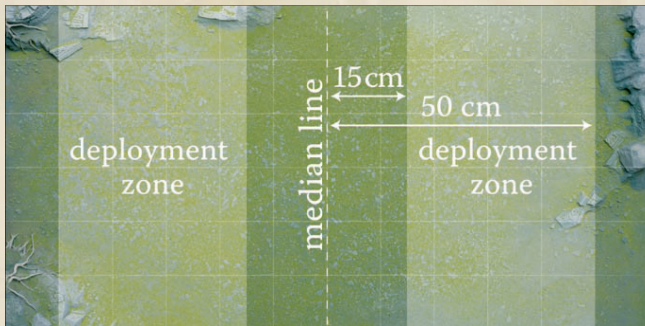
SITUATION:

For this mission both players are Attackers. Before deployment they each take five "Trap" counters. Right after the approach roll they take turns placing these counters (beginning with the loser of the Tactical roll) in the neutral zone in the middle of the battlefield. These counters must be at least 10 cm from each other. They mark the positions of tomb from which their occupants risk appearing.

DEPLOYMENT:

Deployment is done using the Ling of Battle mode.

SPECIAL RULES:

During deployment and during the game no fighter may end his movement on a tomb counter (unless he is altitude level 1 or 2).

Special case:

If the "Profanation" Event is played at the end of deployment, then the eternal guardians are considered to be damned. It is not necessary to differentiate them, for they have the same characteristics and follow the same rules.

OBJECTIVES:

Every time a damned fighter is killed, his skull can be recovered. Each camp must collect as many skulls as possible.

At the beginning of each activation phase, 1d6 is to be rolled for each counter. On a ⬚ or more the counter is replaced by a miniature of a damned fighter (Living-dead on an infantry base or simply and infantry base).

Note: If the "Profanation" Event is played, then it can happen that the counter is a simple decoy. In this case the counter is simply discarded.

The damned fighter may not be placed into contact with a fighter. He can be moved a bit from the counter's position if required.

When he appears, a damned fighter moves 7.5 cm toward the nearest fighter (who isn't a damned one) and engages him if he can.

When a damned fighter is killed, then a "Decoy" counter is placed at the spot where he was standing. The fighters must then try to recover it using the "War Booty" rules explained on p. 97 of Dogs of War. The same fighter can carry up to 3 skulls.

VICTORY CONDITIONS:

At the end of the game each camp counts how many skulls it has. Only the skulls carried by fighters who are still alive are counted. Each skull provides its camp with one victory point. The camp with the most skulls is declared winner.

PREMIUM:

No matter the battle's outcome, each camp gets a premium of three resource points for every skull it has at the end of the battle.
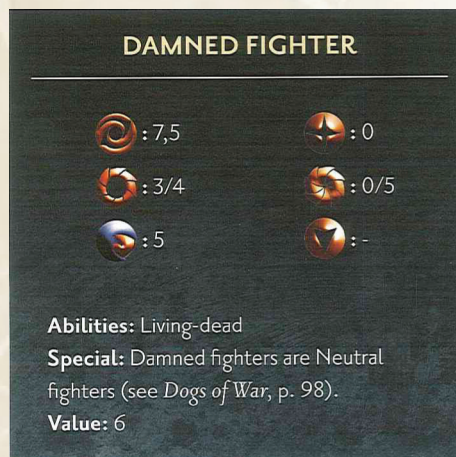
If one of the two camps retreats before the end of the game, then all skulls on the battlefield as well as those held by the defeated fighters are given to the winner.

DURATION:

6 rounds.

SOURCE:

Cry Havoc 8

DAMNED FIGHTER

: 7,5   : 0

: 3/4   : 0/5

: 5   : –

Abilities: Living-dead
Special: Damned fighters are Neutral fighters (see *Dogs of War*, p. 98).
Value: 6

AMBUSH

A company has been hired to ensure the security of envoys on a mission of utmost importance. A power that hopes to see these negotiations fail has hired the services of other mercenaries to eliminate the diplomatic cortege.
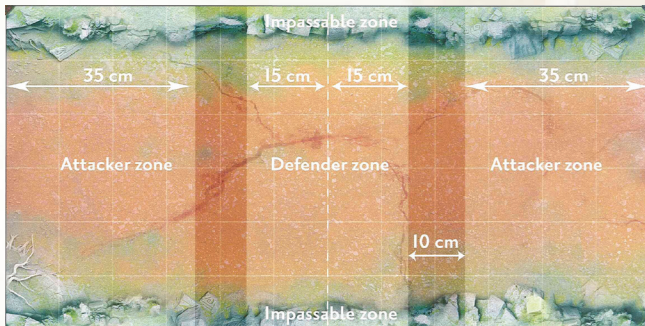
SITUATION:

This mission involves an Attacker and a Defender.

The Defender must protect five envoys represented by miniatures on infantry bases (or by simple infantry bases).

The battlefield is a rocky gorge whose sides are too steep to be climbed. No one can leave the battlefield by either of its sides (see diagram). If a fleeing fighter hits this barrier, then he continues his movement towards the nearest exit.

DEPLOYMENT:

Only one reference card is used by the Defender to represent the five envoys. They are deployed like the rest of the troops.

OBJECTIVES:

The Attacker must capture or kill the envoys escorted by the Defender. The latter must ensure the delegation's protection.

VICTORY CONDITIONS:

At the end of the game a control zone with a 15 cm radius is drawn around each envoy still alive.

- If the Attacker controls this zone, then he gets 4 victory points.
- If the Defender controls this zone, then he gets 6 victory points.
- Each envoy killed gives the Attacker one victory point.
- The envoys who fled the battlefield or who aren't controlled by either player do not provide any victory points.

The player with the most victory points wins the game.

BONUS:

At the end of the game each fighter who is within the control zone of at least one envoy controlled by his camp gains a bonus of 5 EP. A fighter does not gain this bonus several times if he is within the control zones of several envoys.
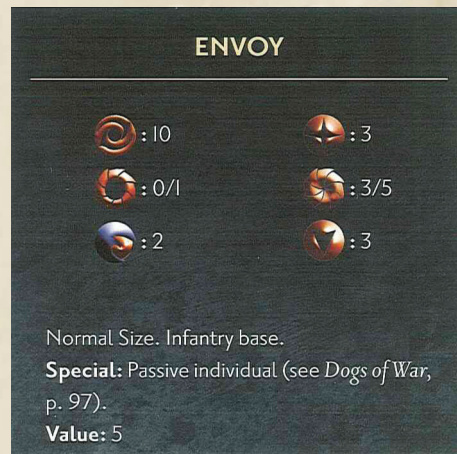
If one of the two camps retreats before the end of the game, then this bonus is acquired by all fighters of the victorious camp who are still alive, no matter their position on the battlefield (even if all envoys were killed).

DURATION:

6 rounds.

SOURCE:

Cry Havoc 8

CIRCLE OF THE ENSLAVED

A pact with Darkness always implies a heavy price to be paid and there are many eager sorcerers who have learned this at their expense. Eschil Avenar, a brilliant man lacking morality, was recently among these. An insignificant pawn in the eyes of the dark gods, he met a disastrous fate after having sold his soul in exchange for an ephemeral power. He disappeared without leaving a trace, but on his lands a strange circle of smooth black stones surrounding a dolmen was found. The local authorities, suspecting the stones' evil nature, ordered their destruction.

Protected by powerful spells, the circle turned out to be indestructible and it was left as is. The locals now avoid this accursed place, but the rumor has spread in the nearby parts of the country, awakening the curiosity of ambitious sorcerers. Some claim that the one who succeeds in destroying the dolmen will release Eschil Avenar and will have to defeat him to seize his power.
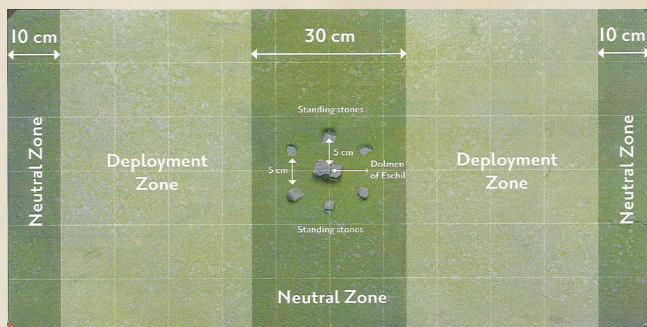
SITUATION:

Both players are considered to be Attackers. A piece of terrain representing the dolmen of Eschil is placed in the center of the battlefield. Six other stones of smaller size are arranged in a circle around the element; they must be placed 5 cm from the dolmen and at a roughly equal distance from each other.

DEPLOYMENT:

Both players deploy in Line of Battle mode.

OBJECTIVES:

The final goal of this mission is to defeat the ghost of Eschil Avenar and to seize the ring that binds him to the powers of Darkness. To do so, the players have to pass a certain number of preliminary stages.

Standing Stones:

The stones surrounding the dolmen are there to protect it. The RES of the dolmen being increased by the presence of the stones, the destruction of the latter lets the dolmen be weakened.

Furthermore, the stones release revenants when intruders approach. At the beginning of every round after the first one, just after the constitution of the activation sequences of every camp, a miniature of a revenant appears for every stone that hasn't been destroyed yet. A revenant is placed in contact with the non-neutral fighter closest to the stone from which it appeared. This counts as an engagement. If the targeted fighter fails the courage test that results from it, he does not run away because he is considered to already be in contact with the revenant.

The Dolmen:

If the dolmen is destroyed, the spirit of Eschil is released. During the following time out phase, the spirit possesses the non-neutral fighter closest to the dolmen. If several fighters are at an equal distance, determine at random the one who is affected.

A fighter possessed by the spirit of Eschil is considered to be neutral and aggressive to both camps, but not to revenants.

As long as he is under the influence of the ghost, the fighter loses all his usual abilities, and benefits from Possessed, Hard-boiled and Fierce instead. His attributes and special capacities are ineffective, he cannot cast any spells or miracles and does not recover any mana of T.F. He is not considered to be a believer by the faithful, no matter who they are.

If the fighter under the influence of Eschil is killed, the ghost of Eschil personally appears at the spot where his "host" was eliminated.

The Ring of Eschil:

If the ghost of Eschil is defeated, place a counter at the last place occupied by its miniature. This counter represents the ring of Eschil and can be picked up according to the rules of war booty (Dogs of War p. 97).

DOLMEN OF ESCHIL	STANDING STONE
• **Base :** I Creature base.	• **Base :** I Infantry base.
• **Size :** Large Size.	• **Size :** Medium Size.
• **RES :** 8 + 2 per standing stone that is not destroyed.	• **RES :** 6
• **Structure points (SP) :** 6	• **Structure points (SP) :** 4
• **Abilities :** Inalterable	• **Abilities :** Inalterable

CIRCLE OF THE ENSLAVED (CONTINUED)

DURATION:

The duration of this scenario is not defined in the usual way. Instead, the game goes on until a whole round after the elimination of the ghost of Eschil (see Objectives).

VICTORY CONDITIONS:

If both camps were annihilated, they both suffer a defeat.

If the ghost of Eschil was eliminated, then the game is over at the end of the round following the one in which it was defeated.

If the ring is in the hands of a fighter free of any opponent, then his camp is declared victorious.

If the ring is lying on the ground or in the hands of a fighter in contact with an opponent, determine a zone of 15 cm around the counter. The camp controlling this zone is victorious.

BONUS:

At the end of the game, the camp holding the Ring of Eschil can either return it to the financier of the mission (as expected) or keep it for personal use.

If the ring is returned, the company gains a premium of 15 resource points.

If the company keeps the ring, it does not gain any point of renown for the victory. It can immediately give it to one of its champions or keep it to award it at a later time. A company can have only on Ring of Eschil. If this mission is played later on, then the ring must be returned to the financier.

SOURCE:

Cry Havoc 9

REVENANT

12,5	**Abilities :** Living-dead. Ethereal. Medium Size. Infantry base.
3	
3/5	**Special :** Revenants are neutral fighters (*cf. Dogs of War*, p. 98)
0/5	
5	
-	**Value :** 23

RING OF ESCHIL

The ring of Eschil is an artifact.
The bearer of the ring can activate the power or terminate it at any moment during his activation. From then on, the bearer benefits from the «Ethereal» ability. If he is a magician who masters Darkness, he also benefits from the «Spirit of Darkness» ability.

The power of the ring can, however, corrupt its owner definitively.
If the power of the ring is active during the time out phase, 1d6 must be rolled. On a result of ⚅, the following effects apply :
* The power of the ring becomes permanent. It can no longer be interrupted.
* The bearer permanently acquires the «Living-dead» ability.
* His DIS becomes «-».
* He loses the «Leadership/X» ability if he has it (except if he already had the «Living-dead» ability).

15 A.P.

GHOST OF ESCHIL

12,5	**Abilities :** Living-dead. Ethereal. Fierce. Medium Size. Infantry base.
5	
5/8	**Special :** The ghost of Eschil is a neutral fighter (*cf. Dogs of War*, p. 98).
4/7	
8	
-	**Value :** 55

IT IS OUR DESTINY! DARKNESS

Getting rid of annoying elements has become an art in the eyes of the peoples of this Alliance... Rivals cannot be tolerated; they must be annihilated.

DEFENDER'S
DEPLOYMENT ZONE

10 cm

ATTACKER'S
DEPLOYMENT ZONE

10 cm

SITUATION:

One of the players is the Attacker, the other one is the Defender. The Attacker's mission is to neutralize an enemy captain who could prove to be annoying in the future. The Defender has to do everything to protect his captain.

DEPLOYMENT:

The Defender deploys his whole company within 10 cm or less of the median lines of the battlefield. The Attacker deploys his company within 10 cm or less of any edge of the table.

OBJECTIVES:

The Attacker's objective is to get rid of the enemy captain. The objective of the Defender is to keep his captain alive until the end of the confrontation.

VICTORY CONDITIONS:

At the end of the game, if the captain of the Defender has been removed from the battlefield due to his Wounds, the Attacker is victorious. If the captain of the Defender is still alive on the battlefield at the end of the game (without being in rout), the Defender wins. In any other situation, it is a draw.
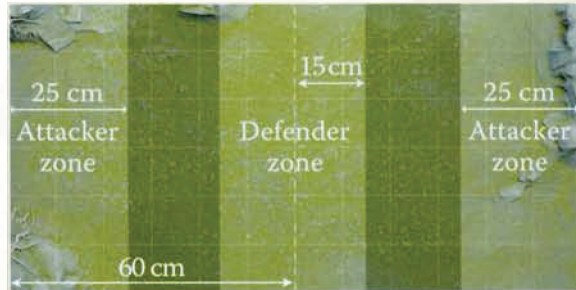
DURATION:

6 rounds.

SOURCE:

Cry Havoc 9

IT IS OUR DESTINY! LIGHT

Virtue is a quality. It is advisable to lend assistance to the most deprived.

SITUATION:

The Defender has to protect five envoys represented by miniatures on Infantry bases. The players are free to represent these envoys by any miniature of Medium size of the Rackham range. These miniatures must be easily recognizable.

DEPLOYMENT:

A single reference card is used by the Defender to represent these envoys. The latter are deployed with the rest of the troops. The Defender deploys within 15 cm or less of either side of the median line. The Attackers deploys within 25 cm or more of either side of the median line.

OBJECTIVES:

The Attacker has to arrest or kill the envoys of the Defender, who has to ensure the protection of his delegation.

VICTORY CONDITIONS:

At the end of the game, determine a zone of control with a 15 cm radius around every envoy still alive.

- If the Attacker controls this zone, he gets four victory points
- If the Defender controls this zone, he gets 6 victory points
- Every envoy killed provides one victory point to the Attacker.

The envoys who fled the battlefield (or who are not controlled by either player) do not provide victory points.

The player who has the bigger number of points is victorious.
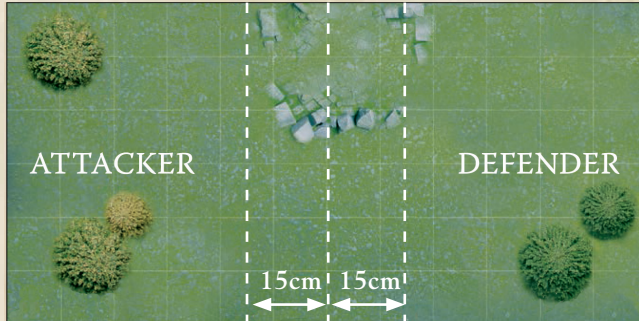
DURATION:

6 rounds.

SOURCE:

Cry Havoc 9

IT IS OUR DESTINY! DESTINY

Nothing is to soil the elemental forces! One must show oneself strong to be able to deserve their assistance.

SITUATION:

The Defender has to protect five mana gems which were entrusted to his company. These gems are place in his deployment zone. They must be at least 10 cm from each other.

The War Booty rule is to be used. It is possible for a fighter to carry several gems.

DEPLOYMENT:

Each player deploys on his side of the table, but not within less than 15 cm of the median line.

OBJECTIVES:

The Defender has to prevent his opponent from seizing the gems. The Attacker has to do everything to take them.

VICTORY CONDITIONS:

At the end of the game, every fighter in possession of a gem gets a victory point. The camp with the most points gains a victory. The fighters summoned during the last round, as well as those with the Fierce ability who have been Killed Outright, cannot claim victory. If the free companies have the same number of points, it is a draw.

DURATION:

6 rounds.

SOURCE:

Cry Havoc 9

FIRE!

A free company was sent on a mission to burn down the supply warehouse of a rival company. Both companies ignore that in the warehouse is concealed information concerning the location of the portal to the Realm of Anakadir. In fact, the owner of a copy of Nissa Bramahs' journal seemed to have thought it was a good idea to hide the pages in this warehouse.
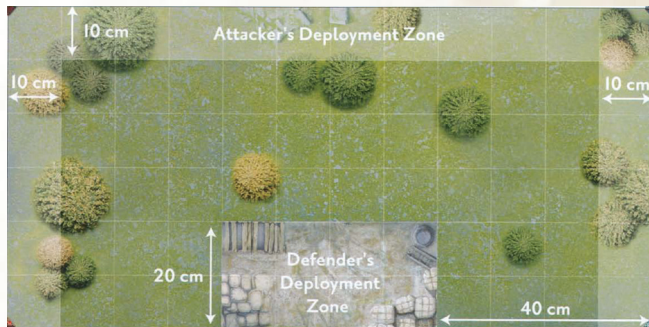
SITUATION:

The Defender places four bases (2.5 x 2.5 cm) representing flammable goods (Res: 7 Structure: 5 SP) inside the warehouse. These markers must be accessible by all four sides and be at least 15 cm from one another. These markers use the rules of Blazes (Dogs of War p. 105). Besides, consider the weapons of the fighters as flaming.

DEPLOYMENT:

See the map.

OBJECTIVES:

The Defender must prevent the crates from burning. The Attacker must destroy these crates.

VICTORY CONDITIONS:

At the end of the confrontation, victory points are calculated as follows:

- One undamaged crate = 1 victory point to the Defender
- One burning crate = no victory points for anyone
- One crate destroyed = 1 victory point to the Attacker

The player with the highest amount of victory points wins. If both free companies have the same amount, the fight is a draw.

EXPERIENCE POINTS:

Among the flammable goods, the information can be found.

At the end of the game, the players earn five Renown points per control zone occupied by his fighters. These zones cover a 5 cm radius around each marker. The destroyed, blazing or undamaged markers are all taken into account.
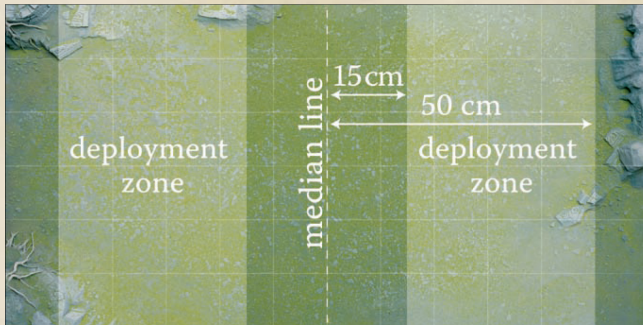
DURATION:

6 rounds.

SOURCE:

Cry Havoc 11

HOLD THE GROUND

Locations favorable to the building of an encampment are rare int eh heart of the Emerald forest and competition between the companies looking to occupy them is fierce.

SITUATION:

Both players are Attackers.

DEPLOYMENT:

Line of Battle.

OBJECTIVES:

The control of each deployment zone and of the neutral zone gives victory points at the end of each round. These points are calculated during each "time out" phase.

- Controlling one's own zone earns the player 1 point
- Controlling the neutral zone gives 2 points
- Controlling the enemy deployment zone gives 3 points.

VICTORY CONDITIONS:

The player with the highest number of points by the end of the game is the winner.
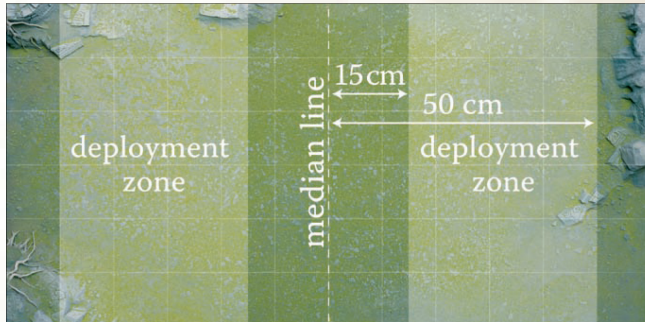
DURATION:

6 rounds.

SOURCE:

Cry Havoc 11

RESUPPLYING

Far from the Fee city food levels begin to run low. With time running out and rival bands still hanging around, the necessity for provisions leaves no other choice but to seize food anywhere it can be found.

SITUATION:

Both players are Attackers.

DEPLOYMENT:

Line of Battle

OBJECTIVES:

The fighters must hunt for food.

Six wild animals (miniatures on cavalry base) are placed in the neutral zone. The players place them one after the other, in turns, determingin randomly who begins. The animals must be spread in equal numbers on either side of the median line (within 20 cm of it) and at least 10 cm from one another.

At the beginning of each activation phase, all the animals are activated before the fighters. Their reactions are determined depending on theirs state:

- As long as an animal has suffered no Wound roll and no assault, it is considered calm
- Once an animal has suffered a wound roll or an assault, it panics
- An animal with a Serious or Critical wound is furious

Calm:

When activated, the animal calmly walks in a randomly determined direction using the dispersion template.

Panicked:

If it is free from any opponent during its activation, the animal runs in a randomly determined direction. If he is in contact with an opponent, the animal tries to disengage; if it succeeds it walks straight away from the melee he has just left.

A panicked animal always uses all its combat dice in defense, even if a game effect should prevent him from doing so.

Furious:

If it is free from any opponent during its activation, the animal charges the closest fighter in its field of vision.

If he is in contact with an opponent, the animal remains there.

A furious animal always uses all its combat dice in attack, even if a game effect should prevent him from doing so.

Movement and orientation of the animals:

The animals always use their entire movement potential allowed by their movement mode. They avoid obstacles and remain oriented in the direction of their movement. The animals never leave the battlefield. If their movement should take them out of the table, they end their movement following the most logical side of the table.

Retrieiving the game:

When an animal is killed its miniature is left where it died. Pursuit movements are allowed. Every dead animal represents 5 food units, represented by 5 markers. Any fighter starting or ending his movement in contact with a dead animal and without being in contact with another opponent can pick up a marker. A fighter who begins and ends his activation in contact with a dead animal and who hasn't been disturbed by an opponent can pick up two markers in the same round.

A fighter can carry up to three markers. Once picked up these markers follow the War Booty rules (Dogs of War p. 97).
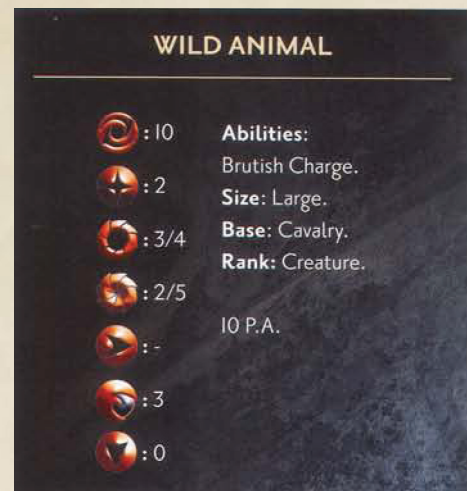
VICTORY CONDITIONS:

The side whose fighters have gathered the highest amount of food units at the end of the game wins.
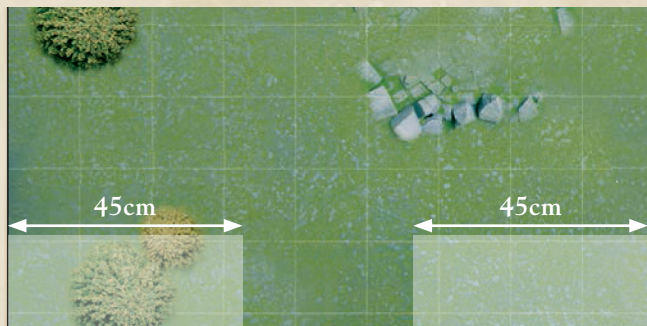
DURATION:

6 rounds.

SOURCE:

Cry Havoc 11

IRE OF THE WOODS

The companies have ventured deep into this green kingdom. Silent witness of many eras of the Creation and cradle of the fayrees, the mysterious Emerald forest relies on its own defenses to keep ill intentioned individuals at bay.

SITUATION:

The game is played down the width of the table. Both players are Attackers. Each round, first round included, several events can unfold.

- **Bog:** 1d6 is rolled per fighter on the battlefield. On a 6, the fighter has stepped into the bog. He must manage an initiative test against a difficulty of 7 to free himself. If he fails, he sinks into the bog never to be seen again… The fighter cannot play till the end of the game. Besides his wound level increases by a level at the end of the game.

- **Venemous Leaves:** 1d6 is rolled per fighter on the battlefield. On a 5 or a 6, the fighter has been scratched by venomous plants. He must manage a Resilience test against a difficulty of 10 to resist the poison. If he fails, he suffers a wound roll (STR 5) - Toxic/O.

- **Lashing Vines:** 1d6 is rolled per fighter on the battlefield. On a 5 or a 6, the fighter is attack by the vines. He suffers a Wound roll (STR 6).

- **Insect swarm:** 1d6 is rolled per fighter on the battlefield. On a 4, a 5, or a 6, the fighter is harassed by a cloud of insects. He loses 2.5 cm to his MOV characteristic until the end of the round.

To represent the difficulty of moving in this green hell the fighters can only move to the maximum of the MOV written on their reference card, modified by the ability Mutagenic/X when it is the case. It is impossible to increase this value through artifacts, spells, miracles, etc.

DEPLOYMENT:

Both players deploy within 10 cm of the same edge of the table. One of the players deploys his troops on the left within 45 cm of the side of the table. His opponent does the same on the right side.

OBJECTIVES:

The players must eliminate as many enemies as quick as possible.

VICTORY CONDITIONS:

The player controlling the battlefield wins (See Confrontation 3, p. 123).

DURATION:

6 rounds.

SOURCE:

Cry Havoc 11

GLORY IS NIGH!

Weeks go by and the fighters are weary. The dampness of the forest, its strange noises and its threatening trees hardly help in maintaining the morale. The troops are losing hope… And what if all of this was just a joke form the gods? A trick to fool the naive or the greedy?

But suddenly, the fighters spot a tree with brightly glowing roots forming a swaying arch. Finally, they have found the portal; yet they still have to deal with their last rivals…
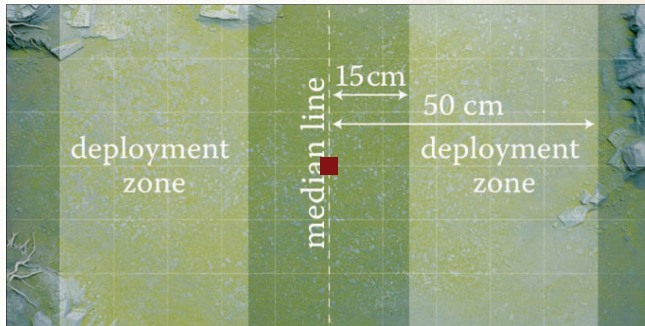
SITUATION:

Both players are Attackers.

The portal to Anakadir is represented by a 3.75 x 3.75 cm creature base. It is placed in the middle of the field on the median line.

Each round two Daikinee Scarab warriors jump out of the bushes to harass the companies and prevent them from using the portal. The Neutral fighters rules are used to play them. They enter the game through any side of the table, and always head straight for the closest fighter.

There cannot be more than 2 Scarab Warriors on the table at once.

DEPLOYMENT:

Line of Battle.

OBJECTIVES:

The players must control a 10 cm zone around the portal.

VICTORY CONDITIONS:

If a player manages to control the portal, he is victorious.
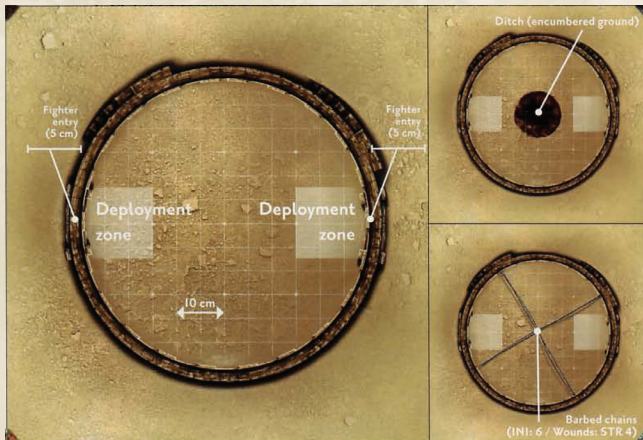
In any other case, it's a defeat.

DURATION:

6 rounds.

SOURCE:

Cry Havoc 11

ARENA

SITUATION:

A circular enclosure with a radius of 30 cm. Two 5 cm-wide openings are across from each other on either side of the arena and mark the entry zones for each group of fighters.

DEPLOYMENT:

Each player has 150 AP available. The players deploy their miniatures within a perimeter of 15 cm around their entrance (see map). The effects of the Scout ability do not apply in this scenario.

VICTORY CONDITIONS:

The winner is the player whose fighters left on the battlefield at the end of the game have the higher total Strategic Value. Each fighter with a Serious Wound is worth 5 AP less. Each fighter with a Critical Wound is worth 10 AP less.

SPECIAL RULES:

The arena being an enclosed area, a miniature in rout cannot leave the battlefield. Therefore all fighters fleeing due to the effects of fear immediately end their movement when they reach the edge of the battlefield. The other effects of rout apply as usual.

OPTIONS:

In order to make the clashes more dangerous, the players can decide to insole obstacles inside the arena before the game begins.

- Huge barbed chains are stretched at chest level across the arena. To represent them, one can simply draw lines on the gaming table or line up counters. Any fighter who crosses one of these lines has to make an initiative test with a difficulty of 6. If this test is failed, then he suffers a Damage roll (STR 4).

- The centre of the arena is occupied by a 10 cm wide ditch. This area is encumbered ground (each centimeter counts for two).

- Before the game, each player places four counters in the arena: two of them are decoys and two are traps. The latter must be at least 10 cm from each other. Any fighter who ends his movement within 2.5 cm or less of a counter turns it over: if it's a trap, then he suffers a Damage roll (STR 6).
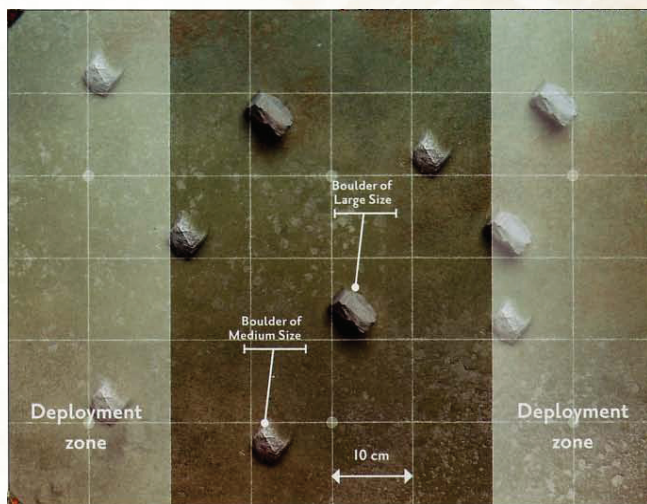
DURATION:

5 rounds.

SOURCE:

Cry Havoc 6

INFILTRATION

Boulder of Large Size

Boulder of Medium Size

Deployment zone

Deployment zone

10 cm

SITUATION:

A 60 x 80 cm table encumbered with elements of the scenery. The players, starting with the one who won the approach roll, take turns placing elements of the scenery representing chests, boulders and other forms of cover onto the battlefield, for a total of six elements of Medium Size and four of Large Size. The diagram above is an example of how they can be placed.

Each player chooses one edge of the battlefield and deploys his army within 20 cm or less of this edge.

DEPLOYMENT:

Players place their fighters in their deployment zones as defined in the diagram. Up to three miniatures of each camp can be placed onto an element of the scenery, of which at most one can be on top of an element of Large Size. The Scouts are placed after the other miniatures have been deployed, but they cannot be placed outside of their deployment zones.

OBJECTIVES:

The winner is the player who, at the end of the sixth round, has the higher total of Strategic Value standing in his opponent's deployment zone. In case of a draw, the winner is the one who has eliminated the greater amount of AP of enemy fighters.

SPECIAL RULES:

The elements of the scenery placed at the beginning of the game are at once cover and vantage points for snipers.

A marksman placed on an element of the scenery of Medium Size is considered to be one Size greater than he normal is (Large Size if he is of Medium Size) in all matters bound to line of sight. He can therefore see over

cover that is of smaller Size. A miniature placed on an element of Large Size is considered to be two Sizes bigger.

A fighter on the ground and another one on a raised element (or two miniatures placed on adjacent elements of different Size) cannot be involved in the same fray. By standing next to an element of the scenery, a fighter therefore reduces the number of miniatures that can be engaged against him.

A miniature touching an element of the scenery can climb up it. Climbing up or down an element of the scenery requires one exclusive action.
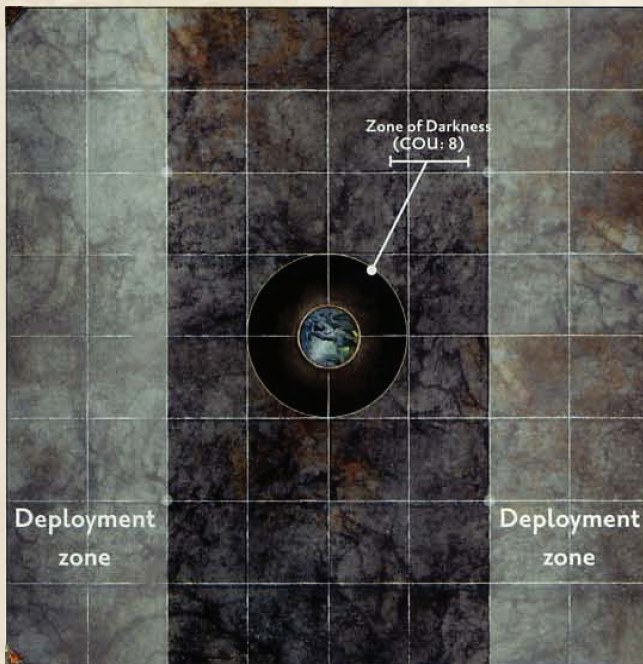
DURATION:

6 rounds.

SOURCE:

Cry Havoc 6

SANCTUARY

The forces present must enter the sanctuary to either protect or destroy it. At the end of the game the winner is the one who has the most fighters within the sanctuary's corrupted zone, both in number of fighters as well as total Strategic Value. If only one of these conditions is met, then victory belongs to the one with the most AP still standing on the battlefield.

DURATION:

6 rounds.

SOURCE:

Cry Havoc 6

SITUATION:

The stakes of this battle is a zone corrupted by Darkness. The confrontation takes place on an 80 x 80 cm terrain. An element of the scenery the size of a large creature base (50 x 50 mm) is placed at the centre of the battlefield. It represents the idol standing in the middle of the sanctuary of Darkness.

DEPLOYMENT:

The two armies are deployed within 20 cm of two opposite edges of the battlefield. The effects of Scout apply, but no miniature with this ability can be placed inside the sanctuary.

SPECIAL RULES:

The sanctuary is an area within a 10 cm radius around the base (50 x 50 mm) placed at the center of the battlefield. The altar standing in the middle of the sanctuary glows with an aura of terror. Any fighter whose movement is to end within 10 cm or less fo the base at the center must first make a Courage test (Difficulty 8). If it is failed, then he suffers the effects of rout. As long as this fighter isn't rallied, every enemy fighter who assaults him is considered to have a FEAR equal to his own COU. In this specific case, an enemy fighter who already has FEAR (characteristic, War Cry/x ability, effect of a spell or miracle, etc.) benefits from +1 in FEAR against this fighter.

OBJECTIVES:

LAST SQUARE

The dispositions and the stakes of the scenario make it a true trial of survival and horror.
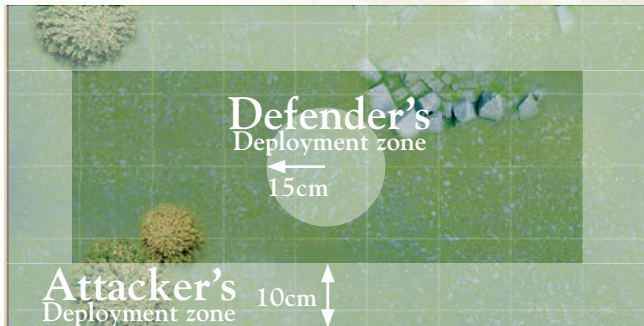
SITUATION:

The confrontation takes place on a board where the forces of Light are besieged by the forces of Darkness.

DEPLOYMENT:

The fighters of the courageous army deploy within a radius of 15 cm around the center of the table (the Defender). Those of the fear-inspiring army are placed at a maximum of 10 cm from any edge of the table (the Attacker). All non-character fighters of this camp get Reinforcement. The Defender's goal is to keep at least one fighter alive until the end of the six rounds of the game.

SPECIAL RULES:

If no fear-inspiring army is available, then the attacking army gets War Cry/COU (only the value printed on the reference cards is taken into account).

OBJECTIVES:

At the end of the game the winner is the one who has the most fighters within the defender's zone, both in number of fighters as well as total Strategic Value. If only one of these conditions is met, then victory belongs to the one with the most AP still standing on the battlefield.
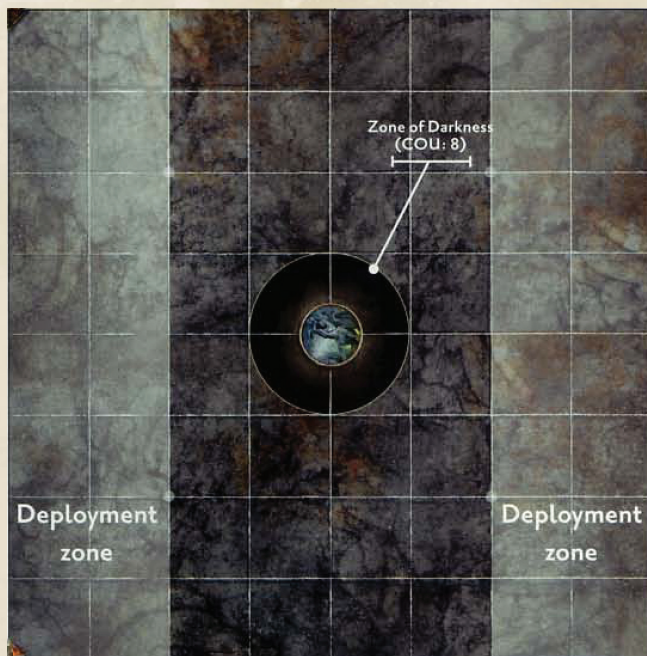
DURATION:

6 rounds.

SOURCE:

Cry Havoc 6 (Option variant of Sanctuary)

OCCULT ENCOUNTER

Zone of Darkness (COU: 8)

Deployment zone

Deployment zone

SITUATION:

The stakes of this battle is a zone corrupted by Darkness. The confrontation takes place on an 80 x 80 cm terrain. An element of the scenery the size of a large creature base (50 x 50 mm) is placed at the centre of the battlefield. It represents a nexus - a node of mystical energy.

DEPLOYMENT:

Magicians and faithful are collectively called "mystics." Each player must decide between Divination and Incantation. This choice applies to both camps. Depending on the choices they made, they must include either a Devout (Divination) or an Initiate (Incantation) in their army. The chosen mystic can have only one spell or miracle.

The two armies are deployed within 20 cm of two opposite edges of the table. The effects of the Scout ability apply in the usual way, yet no mystic with this ability can be placed within the nexus's area of effect.

OBJECTIVES:

The two camps are seeking to take control of the nexus's energy. They must get as close as possible to it to try to control it (see below). The first player to invest 12 points wins the game. If a player loses his mystic, then he loses the game.

SPECIAL RULES:

Mystical Struggle:

The fury of battle isn't just limited to the clash of weapons; it is also made up of mana explosions and the faith of the faithful.

Before the start of the game the players decide if the struggle will take place in the field of faith or of magic. Depening on which is chosen, the nexus is sensitive either to mana gems or to T.F. When he is activated, any faithful or magician standing within 10 cm or less of the nexus can (once per round) attempt to invest mystic energy in it. To do so, a Power test (or a divination roll) of difficulty 8 is required. Mana gems or T.F. points can be used to increase the chances of success. If this test is successfully passed, then the mystic can spend as many mana gems from his reserve as his POW (or as many T.F. points as the sum of his Aspects). The points spent are noted on a piece of paper or represented by counters of some king. They accumulate from one round to the next. The first player to reach 12 points wins.

An enemy magician or faithful standing within the nexus's area of effect can attempt to counter the investment of mystical energy. To do so, he must manage to get a higher result than his opponent on the Power Test or Divination Roll. One can use gems or T.F. points to increase one's chances.

DURATION:

6 rounds.

SOURCE:

Cry Havoc 6

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.

DURATION:

6 rounds

SOURCE:

GDR 2007 Scenario Pack

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.
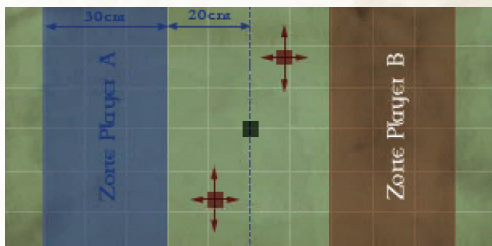
* Maximum Bonus: 100 AP.

DURATION:

6 rounds

SOURCE:

GDR 2007 Scenario Pack

RAM RAID

From an idea by Torbjörn Gullo 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

RAM RAID (CONTINUED)

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.

DURATION:

6 rounds

SOURCE:

GDR 2007 Scenario Pack