The 9th Age

Skirmish Campaigns

Scenarios

Version 0.9.97 beta

How to use this document

This document contains various scenarios for you to use in your games of The 9th Age: Skirmish Campaigns. The scenarios contain objectives, end conditions and special rules that modify the game and the incentives of the players participating. The scenarios also separated into two categories based on how many players can participate:

- **Duel Scenarios** - For two players or two Alliances.
- **Brawl Scenarios** - For two or more players, up to a recommended maximum of six.

You, as players, are free to use any scenarios you like in your games, either from this document or those of your own creation. One method to determine a scenario to use is to randomize using the two Common Scenario Table below, depending on the number of players participating. The scenarios in these charts use no special terrain, therefore the scenario can be randomized **after** terrain has been set up.

2 Players			2-6 Players		
D6 Result	***Scenario***		***D6 Result***	***Scenario***	
1	Hidden Clues	p8	1	Hidden Clues	p8
2	Gold Hunt	p8	2	Gold Hunt	p8
3	Vantage Point	p9	3	Hold the Ground	p11
4	Occupy	p9	4	Secure Target	p11
5	Breakthrough	p10	5	Treasure Chase	p12
6	Escape	p10	6	Ancient Relic	p13

Table 1: The Common Scenario Table can be used to choose a Scenario after the terrain of the battlefield has been set up. Depending on the number of players participating, choose one of the charts and roll a D6.

The first scenario you'll find in this document is 'Skirmish'. This is the standard scenario that contains no additional rules and objectives. It used here mainly as a tool to explain how scenarios are presented. It is also a suitable scenario to play for your first couple of games to familiarise yourself with the game.

General Rules

These are some general rules to keep in mind when using Scenarios. They are copied from 'T9A:SC Rulebook' but can be handy to have close.

Scoring Models

Scoring models are able to interact with objectives and can score you points to win the game. All models that are Infantry or Cavalry are Scoring inherently. A unit that is Fleeing, Stunned or Knocked Down loses Scoring for as long as it is Fleeing, Stunned or Knocked Down.

Objective Markers

Objective Markers are markers found on the battlefield that the models can interact with. Many Scenarios make use of Objective Markers to set up goals for the participating players. There are two kinds of Objective Markers, Small and Large.

Small Objective Markers
Small Objective Markers should be around 1" in diameter.

A Scoring model that starts an Advance Move while in contact with one or more Small Objective Markers can choose to bring a single marker with them. At the end of the Move, place the marker back in contact with the model that carried it. If the model moves into contact with the Board Edge, you may choose to have the model Removed from Table, bringing the marker with it.

When a Scoring model is Removed from Table as a result of Routing, they have a chance of bringing a single Small Objective Markers in base contact with them. If either the model or the marker is in base contact with an enemy Scoring model, you need to roll 4+ on a D6 to bring the marker with you. If neither is in contact with an enemy model, this is reduced to 2+.

Large Objective Markers
Large Objective Markers should be around 2" in diameter.

Large Objective Markers can be interacted with in similar ways as Small Objective Markers, but they require two Scoring Models to be moved. For the purpose of bringing the marker with them when Routed, you need two Scoring models in contact with the marker. If the marker or either model is in contact with an enemy Scoring model, you need to roll 4+ on a D6, otherwise 2+.

To transport the marker, you must Advance Move two Scoring models that were in contact at the start of the move, and then place the marker back in contact with both. If either model moves into contact with the Board Edge, both models and the marker may be Removed from Table.

Game Length

The Game Sequence continues in a series of Game Turns, where each player with models on the board will have a Player Turn. If, at the end of any Player Turn, all models left on the table belong to a single player, the game moves into Aftermath (see below) and is then ended.

If, at the end of any Player Turn, all models left on the table belong to a single Alliance, that Alliance enters the Treaty Phase (see below) and might then either continue the game or move into Aftermath (see below).

Some scenarios have a limit on the game length, expressed in Game Turns. Once the final Game Turn is finished, the game is immediately ended and a winner is declared as per the details of the scenario. Note that this is applied even during Aftermath.

Some scenarios also have Special Rules that can cause the game to end suddenly (mostly in Duel Scenarios, i.e. designed for exactly two players). If such a condition is fulfilled, the game is immediately ended and the winner is declared as per the rules of the scenario.

Treaty Phase

If, at the end of any Player Turn, all models left on the table belong to a single Alliance, that Alliance enters the Treaty Phase. All the players in the Alliance must then immediately place a D6 on the table without showing the result to the other players. The players may discuss what they place, and form any deals (this can include compensation in the form of points and/or equipment traded during the Player Trade Phase). Players are **not** obligated to uphold the deals though, with one exception. Any deals concerning the sharing of scenario related loot given to the winning Alliance must be upheld. Once all the players part of the Alliance have placed their die, the results are revealed and the following is applied in chronological order:

1	Any player that placed the die to show a '1' immediately leaves the Alliance.
2	All the players who have the same result on their die (other than a '1') remain in an Alliance with each other. This could potentially create two or more separate Alliances.
3	Any Warband that contains a model which has a Despise Relation with another model in the same Alliance must immediately leave the Alliance.

Afterwards, if all the players are part of the same Alliance, the Alliance continues into Aftermath (see below). Remember that the Alliance Management step is ignored during Aftermath.

If all the players are **not** part of the same Alliance at the end of the Treaty Phase, the game continues as normal, with one exception. For the remainder of this Game Sequence, Alliances can no longer be formed or entered, they can be broken however. Do not check End Conditions again until all players have had a Player Turn.

Aftermath

Once only a single player or Alliance remains in the game, they enter Aftermath (after a successful Treaty Phase in the case of an Alliance). During Aftermath, the game continues with Game Turns and Player Turns. Each player turn consists of the same phases as earlier in the game, with the only difference being that the Alliance Management and Routing steps of the Recovery Phase are ignored. The Aftermath allows the winner or winners of the game to continue moving around and pick up any Objective Markers that are left. The Aftermath, and thus the Game Sequence, is ended as soon as all the players participating in it unanimously agree to end it.

Oftentimes what happens during the Aftermath can be largely simplified into the remaining player or Alliance simply placing the remaining models where they wish them to be, but due to Alliances and/or scenarios with Game Length constraints, that is not always the case.

Skirmish

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Brawl	Standard	None	Standard	No limit	None

A good 'ol fashioned showdown.

The 'Skirmish' scenario is the absolute standard scenario. It is used mainly as a tool to explain how scenarios are presented, but can also be used for simple introduction and pick-up games.

The header at the top of each Scenario contains a summary of it. It corresponds to headings that details what it means. When the header refers to something as 'Standard', its meaning is explained here.

Type

The Type specifies the scenario as either a Duel or a Brawl, this tells how many players can participate:

Duel 2 players, or 2 Alliances

Brawl 2-6 players

Terrain

If the scenario uses any special terrain or a special set up of terrain, it is explained here. When referred to as 'Standard', it means that no special terrain is required and that the Scenario can be selected after terrain has been set up.

There are many ways to setup terrain, and no two tables need to look alike. Keep in mind that the amount of terrain affects the power of ranged attacks in the game. There should be enough terrain for models to be able to hide and take cover. The way the terrain is set up can also affect the balance in other ways. For a fair placement of terrain, the players can cooperate in setting it up or it can be set up by a person not playing in this battle.

Setup

Many scenarios use Objective Markers. How and where these are set up is specified in this heading. The 'Skirmish' scenario has no special set up.

Deployment Map

This heading specifies the size of the table recommended for the scenario and what Deployment Map is used. Some scenarios use unique Deployment Maps, others refer to specific maps from the Deployment Maps shown on pages 5-6 below (also shown in T9A:SC Rulebook). When referred to as 'Standard', use a table of 48x48" or 72x48" and randomize an appropriate Deployment Map from the following two pages.

Game Length

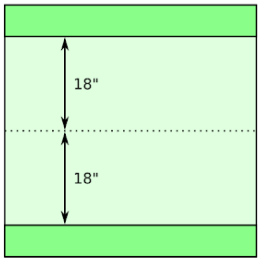
Some scenarios have a limit on the game length, expressed in Game Turns. Once the final Game Turn is finished, the game is immediately ended and a winner is declared as per the details of the scenario. Note that this is applied even during Aftermath.

Special Rules

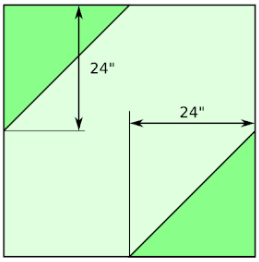
The special rules of the Scenario are listed and explained here. These can range from special effects that influence all models on the board, to the rules for Objective Markers and even end conditions. The 'Skirmish' scenario has no special rules.

TWO PLAYER MAPS 4x4'

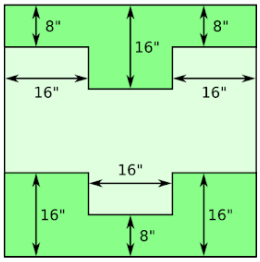
CLASSIC



DIAGONAL

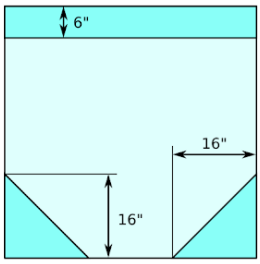


FLANK ATTACK

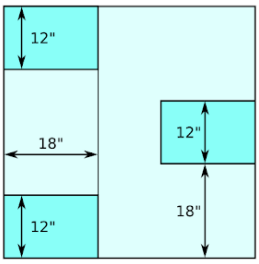


THREE PLAYER MAPS 4x4'

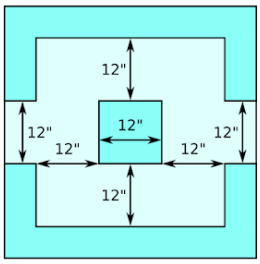
SIDELINES



CAMPS

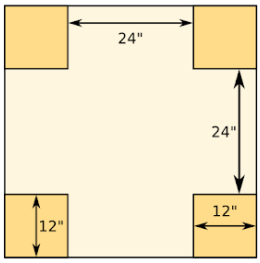


ENCIRCLED

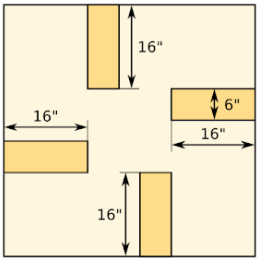


FOUR PLAYER MAPS 4x4'

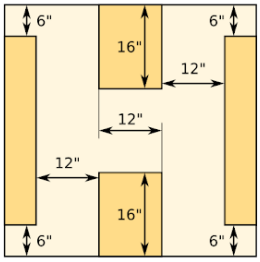
CROSSROADS



SPEARHEADS

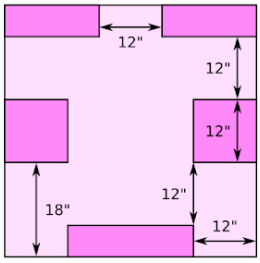


SURPRISE ATTACK

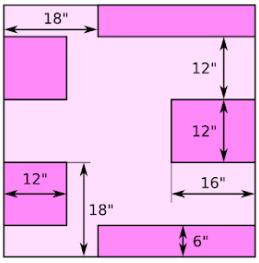


FIVE PLAYER MAPS 4x4'

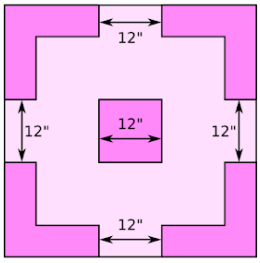
FREE FOR ALL



BRIEF ALLIES

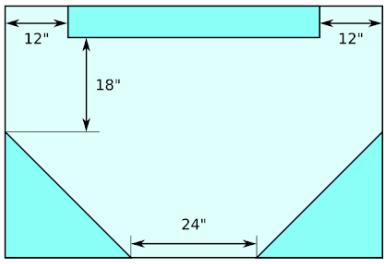


THE TRAP

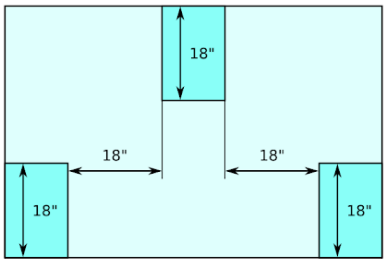


THREE PLAYER MAPS 6x4'

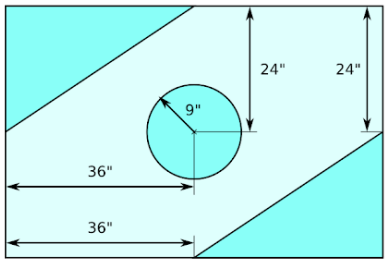
ENCOUNTER



STRUGGLE

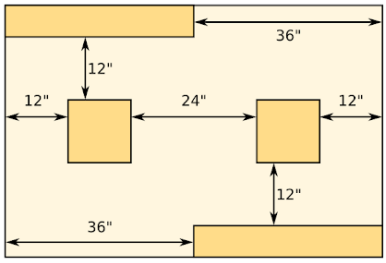


TWO FRONTS

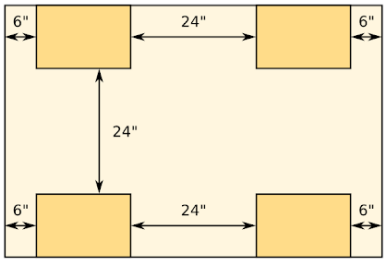


FOUR PLAYER MAPS 6x4'

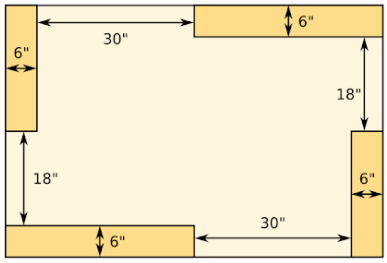
STRIKE AT DAWN



SIDE BY SIDE

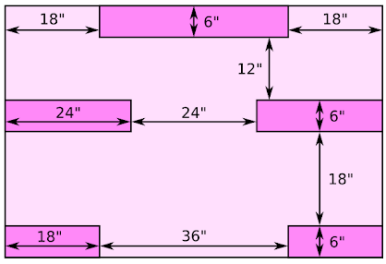


CHAIN REACTION

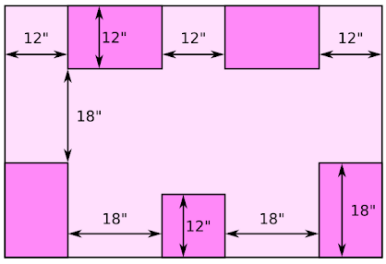


FIVE PLAYER MAPS 6x4'

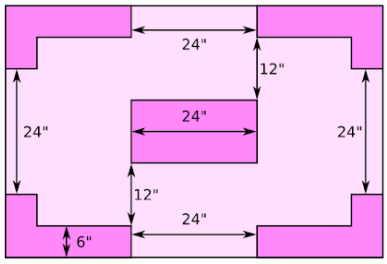
FOES ALL AROUND



JAWS

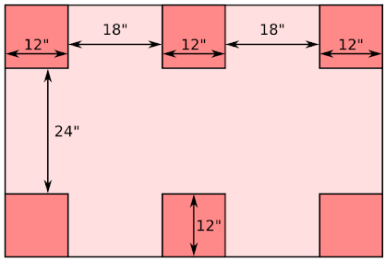


AMBUSH

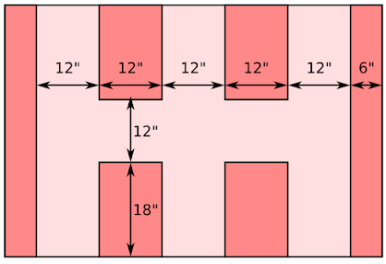


SIX PLAYER MAPS 6x4'

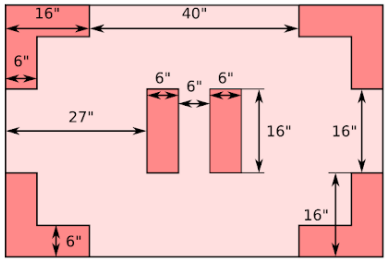
STAREDOWN



CHAOS



BACK TO BACK



Hidden Clues

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Brawl	Standard	Scatter Clues	Standard	No limit	Clue Markers

Scattered around the landscape are clues that could help you get an advantage in future conflicts.

Setup

Scatter Clues

After terrain has been set up, roll a **D3-1 and add +1 for each participating player**. This is the number of Clue Markers that are to be placed on the table.

Starting with the player with the **highest** Warband Rating, the players take turns placing these on the table. The markers must be placed at least 6" away from all another marker and at least 10" away from all Board Edges. If a marker cannot be placed following these rules, then it is not used in the game.

Special Rules

Clue Markers

Clue Markers are Small Objective Markers.

Heroes and Hirelings that control at least one Wonder Marker at the end of the Game-Sequence gain +1 Experience during the following Experience Phase.

Henchmen Groups were half or more models control at least one Wonder Marker at the end of the Game-Sequence gain +1 Experience during the following Experience Phase.

Gold Hunt

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Brawl	Standard	Scatter Gold	Standard	No limit	Gold Markers

Currency is a language everyone understands. For some reason, someone has left a bunch of gold all around this area. Not time to ponder why, better just gather it up!

Setup

Scatter Gold

After terrain has been set up, roll a **D3-1 and add +1 for each participating player**. This is the number of Gold Markers that are to be placed on the table.

Starting with the player with the **highest** Warband Rating, the players take turns placing these on the table. The markers must be placed at least 6" away from all another marker and at least 10" away from all Board Edges. If a marker cannot be placed following these rules then it is not used in the game.

Special Rules

Gold Markers

Gold Markers are Small Objective Markers.

Each Gold Marker awards 10 pts to the player controlling it at the end of the Game Sequence.

Vantage Point

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Duel	Standard	Mark the centre	Standard	No limit	Supremacy, Vantage Secret

This spot could hold the key to finding the greatest riches in the area!

Setup

Mark the centre point of the table, at Ground Level.

Special Rules

Supremacy

If, at the start of your player turn, your models are the only Scoring models within 6" of the centre point, you may choose to end the game and declare yourself the winner.

Vantage Secret

The winner of the game can modify the result of any single D6 part of its following Exploration Roll by ±1.

Occupy

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Duel	Standard	Scatter Targets	Standard	8 Game Turns	Dominance, Rewards

Dominate these few key locations and you will be rewarded!

Setup

Scatter Targets

After terrain has been set up, place D3+2 Target Markers on the table.

Starting with the player with the **highest** Warband Rating, the players take turns placing these on the table. The markers must be placed at least 6" away from all another marker and at least 10" away from all Board Edges. If a marker cannot be placed following these rules then it is not used in the game.

Special Rules

Dominance

If, at the start of your player turn in Game Turn 4 and onwards, you control more than half of the Target Markers, you may choose to end the game and declare yourself the winner. A Target Marker is controlled by the player with the most Scoring models within 3" of it. If tied, no one controls it.

Note that if you choose to end the game through Dominance, you do **not** enter Aftermath.

Rewards

At the end of the game, all Warbands add 5 pts to their Treasury for each Target Marker they control.

Breakthrough

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Duel	Standard	None	Standard	8 Game Turns	Conquest

The enemy territory is the key to victory!

Setup

Mark the centre point of the table, at Ground Level.

Special Rules

Conquest

At the end of Game Turn 8, the player with the most Scoring models inside their opponent's Deployment Zone, up to a maximum of 5, wins the game. If there is a tie, no one wins the game.

Escape

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Duel	Standard	Scatter Treasure	Standard	No limit	Treasure Marker, Escape

Get the treasure and get out of here!

Setup

Scatter Treasure

After terrain has been set up, the player with the highest Warband Rating must place a Treasure Marker anywhere on the Battlefield with its centre at least 12" away from all Board Edges.

Special Rules

Treasure Marker

The Treasure Marker is a Large Objective Marker.

The Treasure Marker awards 15 pts to the player controlling it at the end of the Game Sequence.

Escape

If a model carries the Treasure Marker over the Board Edge, the game ends and the player controlling that model is declared the winner.

Hold the Ground

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Brawl	Standard	Mark the centre	Standard	8 Game Turns	Central Ground

Supposedly, this place is of immense value. If only you could get the time to properly investigate it!

Setup

Mark the centre point of the table, at Ground Level.

Special Rules

Central Ground

At the end of each Game Turn after the first, the player with the most Scoring models within 6″ of the centre of the table gains a Victory Counter.

At the end of Game Turn 8, the player with the most Victory Counters wins the game, even if that player has no models left on the table. If there is a tie, no one wins the game.

In the following Exploration Phase, each player with a least one Victory Counter can modify the result of any single D6 part of its following Exploration Roll by ±1.

Secure Targets

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Brawl	Standard	Scatter Targets	Standard	8 Game Turns	Securing Targets

Competition is fierce for finding the best loot. Securing these points should give you the edge.

Setup

Scatter Targets

After terrain has been set up, roll a **D3-1 and add +1 for each participating player**. This is the number of Targets that are to be placed on the table.

Starting with the player with the **highest** Warband Rating, the players take turns placing these on the table. The markers must be placed at least 6” away from all another marker and at least 10” away from all Board Edges. If a marker cannot be placed following these rules then it is not used in the game.

Special Rules

Securing Targets

At the end of each Game Turn, each player claims a Victory Counter for each Target Maker they control. A Target Marker is controlled by the player with the most Scoring models within 3” of it. If tied, no one controls it.

At the end of Game Turn 8, the player with the most Victory Counters wins the game, even if that player has no models left on the table. If there is a tie, no one wins the game.

In the following Exploration Phase, each player with at least as many Victory Counters as there were players participating rolls two additional Exploration Dice.

Treasure Chase

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Brawl	Standard	Scatter Treasure	Special	No limit	Treasure Markers, Pressured Defender, Impatient Attacker

Bide your time and victory will be yours, or strike swiftly and your enemies will fall.

Setup

Scatter Treasure

After terrain has been set up, the player with the highest Warband Rating must place a Treasure Marker anywhere on the Battlefield with its centre at least 12" away from all Board Edges. If the game has 4 or more players, the player with the second highest Warband rating must place a second Treasure Marker in the same way, but also at least 12" away from the first marker.

Deployment Map

Selected a Deployment Map using the standard method.

When players choose their Deployment Zone, they must also choose to be Attacker or Defender. If half or more of the players have chosen to be Defenders, the rest must be Attackers, and vice versa.

Special Rules

Treasure Markers

Treasure Markers are Large Objective Markers.

Each Treasure Marker awards 20 pts and a random item from the chart to the below to the player controlling it at the end of the Game Sequence.

D6 result	Item
1	Rope & Hook
2	Barrel of Booze
3	Lucky Charm
4	Dispel Scroll
5	City Map
6	Healing Herb

Pressured Defender

Whenever a Defending Warband takes a Rout Check, they count their Discipline as being 1 lower.

Impatient Attacker

From Game Turn 5 and onwards, all Attacking Warbands must take an Impatience Rout Check in their Recovery Phase, unless required to take a normal Rout Check by the normal rules.

The Impatience Rout Check is performed just like a normal Rout Check, with the exception that it **cannot** be voluntarily failed. If you fail an Impatience Rout Check, you must choose one of the following:

- Treat it as having failed a normal Rout Check.
- Have your models Removed from Table by your opponents until your Warband would be eligible to make normal Rout Checks (i.e. so that 25% or a little above as possible have been removed). The opposing players take turns choosing among your models, starting with the player with the lowest Warband Rating.

Ancient Relic

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Brawl	Standard	Place Relic	Standard	No limit	Relic Marker

If it's simply its obvious value that inspires confidence or if there is something arcane at work is difficult to tell. Regardless, you had better take that relic with you.

Setup

Place Relic

After terrain has been set up, the player with the highest Warband Rating must place a Relic Marker anywhere on the Battlefield with its centre at least 12" away from all Board Edges. If the game has 4 or more players, the player with the second highest Warband rating must place a second Relic Marker in the same way, but also at least 12" away from the first marker.

Special Rules

Relic Marker

The Relic Marker is a Large Objective Marker. Any player with two more more Scoring models in contact with the Relic Marker has its Rout Checks subjected to Minimised Roll.

At the end of the game, the player who controls the Relic Marker adds 10 pts to their Treasury for each player who participated in the game. That player also rolls an additional D6 for its Exploration Roll.

Klepa's Chests

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Brawl	Standard	Scatter Chests	Standard	No limit	Chests Markers

"Madness! Madness I tell ya! Towards the end of it I couldn't tell north from south or even up from down! It's a miracle I made it out of there alive, most of the crew were not so lucky. Those cursed chests man, all marked with the inscription "Property of Klepa", I wish we had never found 'em. You never knew what you'd find inside when you opened them up. Sure, we found gold and other riches in some, but one had a bomb within that took Julian's whole arm off. Another swallowed up Captain Girao, he showed up later on the other side of the district. "

— Overheard in a tavern in southern Avras

Setup

Scatter Chests

Before the game, prepare 8 Chest Markers. All chest markers should be indistinguishable from each other when placed on the table, but able to contain hidden information, called **content** (coins with one face identical and one face seperate could be used, or identical chest miniatures where the lid can be opened). The content divides the Chest Markers as follows: **1** Treasure Map, **2** Small Treasures, **1** Drugs, **1** Beast, **2** Portals, **1** Bomb.

After terrain has been set up, starting with the player with the **highest** Warband Rating, the players take turns placing **5** randomly chosen Chest Markers on the table, without revealing the content. The markers must be placed at least 6" away from all another marker and at least 10" away from all Board Edges. If a marker cannot be placed following these rules then it is not used in the game.

If the game has 4 or more players, place a sixth Chest Marker on the table.

Special Rules

Chest Markers

Chest Markers are Small Objective Markers.

A Scoring model that ends an Advance Move or a March Move in contact with a Chest Marker may do one of the following:

- **Open** - You may look at the content. Apply the effect of Opened as described below.
- **Smash** - The model performs a single Close Combat Attack, that hits automatically, at the marker, which has Resilience 4. If you successfully wound it, the chest is smashed and the content is revealed to all players. Apply the effect of Smashed as described below.

At the end of the game, each Chest Marker you control must be assigned to a Scoring model that was not taken Out of Action. That model will open the chest, apply the Value (in most cases this only affects the warband as a whole, but in case you don't yet know the content of the Chest Marker it can be relevant).

	Opened	Smashed	Value
Treasure Map	No effect.	Remove the Chest Marker (the content is destroyed).	In the following Exploration Phase, the player controlling it rolls 3 additional Exploration Dice.
Small Treasure	No effect.	No effect.	10 pts.
Drugs	No effect.	No effect.	D3 doses of Crimson Shadow.
Beast	Reveal the content to all players. The model that opened the Chest Marker suffers D3 hits with Str 4 and AP 0.	Remove the Chest Marker.	The model that opened the chest suffers D3 hits with Str 4 and AP 0.
Portal	Reveal the content to all players. The model that opened the Chest Marker is engulfed, remove it from the table and see Portals below. Note that the Chest Markers can be opened again and again.	Any model currently engulfed by this Portal is released, place them **Knocked Down** in contact with the Chest Marker and then remove it.	The model/group that opened the chest gains +1 Exp in the following Experience Phase. During the following Experience the model becomes Delayed.
Bomb	If opened at the end of an Advance Move, no effect. If opened at the end of a March Move, it explodes. See Smashed.	Reveal the content to all players. All models within 6" of the Chest Marker suffer a hit with Str 5 and AP 1. Remove the Chest Marker.	The model that opened the chest is taken Out of Action.

Portals

Whenever a model is engulfed by a Portal, apply the following:

- If the other Portal has **not** been Opened, the model remains in the chest. Unless released within 2 full Game Turns, it is taken Out of Action.
- If the other Portal has been Opened, all models currently engulfed by it are released by this Portal at the end of the Movement Phase. The model that opened this Portal is released by the other Portal at the end of the Movement Phase. Place them in contact with the appropriate Chest Marker.

Defend the Tavern

Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Brawl	Special	Select Tavern	See map	No limit	Controlling the Tavern, Loot the Booze, Jealous Attackers

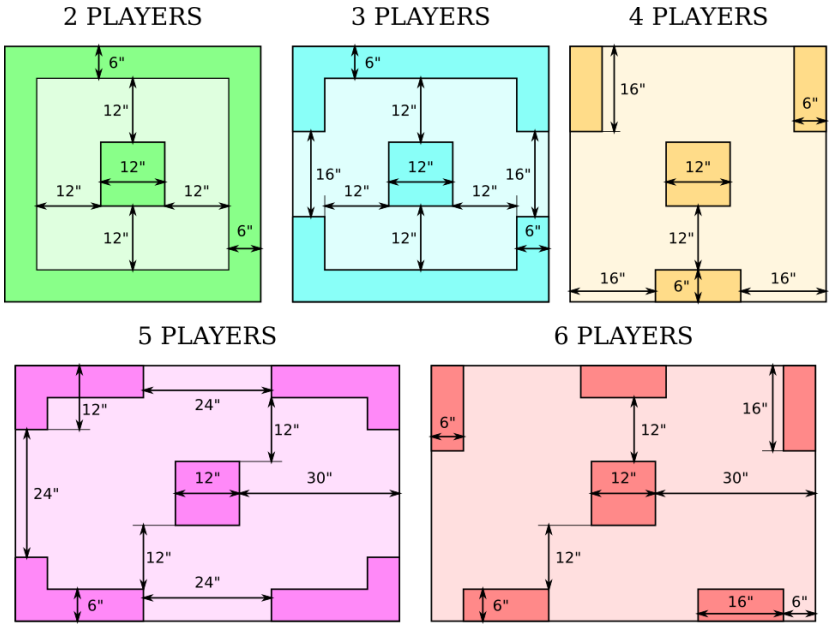
There is plenty of booze left in the tavern, but you are not the only one who wants it.

Terrain

Set up the terrain as normal, but make sure to place at least one building fully within the central Deployment Zone (see map below).

Deployment Map

See the image below detailing the deployment maps. Use the one corresponding to the number of players. If the table size is not matching, adjust appropriately.



Select Deployment Zones using the standard method. The player that selects the Deployment Zone in the middle becomes the Defending Player. All other players are attackers.

Setup

After Deployment Zones have been selected, the Defending Player must select a single Building fully within its Deployment Zone to be the Tavern.

Special Rules

Controlling the Tavern

The Treasure House is controlled by the player with the most Scoring models inside it. If tied, no one controls it.

Jealous Attackers

The only Alliance that can be formed during the game is between the Defending Player and any single Attacking Player.

Loot the Booze

If an unallied Attacking player controls the Tavern at the start of their Player Turn, that player may choose to end the game and declare victory.

The winner of the game adds 40 pts to their Treasury and a Barrel of Alcohol to their Stockpile.

If the Tavern is Destroyed, the winner only adds 20 pts to their Treasury, and no Alcohol.

Rescue Mission

Type	*Terrain and Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Duel	Special	See map	No limit	Surprise Attack, Rescue the Captive, Rescued!, Home Turf

Rescue your comrade who has been captured by the enemy!

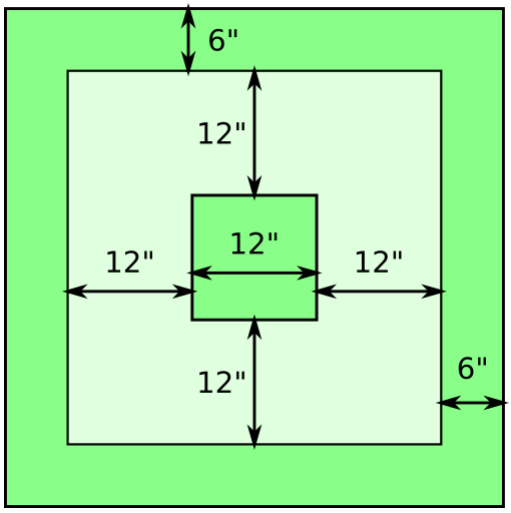
Duel

This Scenario is only ever played following a 'Captured' result on the Higher Injury Chart, allowing the player who rolled the result a chance to rescue the captive. That player takes the part of the Attacker, the other player takes the part of the Defender.

Terrain and Setup

Terrain is set up as usual, except within the Defending player's Deployment Zone. The Defending player may set up the terrain freely there, as long as the following conditions are met:

- The absolute central point of the table is not within a Building.
- The central point can be reached by a normal model starting from outside of the zone, using only Tactical Manoeuvres, by at least 4 separate paths.
- The terrain roughly resembles a camp (use a non playing person to judge this if necessary).



Place the Captive model at the central point of the table.

Deployment Map

The deployment zone of the Defender is a 12" Square in the center of the table. The Deployment Zone of the Attacker is anywhere within 6" of any Board Edge.

Special Rules

Surprise Attack

The Defender deploys first. To determine who has the first turn, roll a D6. On 2+ the Defender has the first turn, otherwise the Attacker does.

Rescue the Captive

Until the Captive model is rescued, it cannot perform any action and cannot influence the game in any way. It cannot be targeted with attacks or spells.

If any of the Attacker's models ends an Advance or March Move in base contact with the Captive model, it is rescued at the end of the same phase. The Captive model is then free to participate in the game as normal, with all equipment it had before being taken captive intact.

Rescued!

If the Captive model ever ends a Move outside of the Defender's Deployment Zone, the game ends and the Attacker is declared the winner.

Home Turf

During the Injury Phase, the Defender player can reroll all rolls on the Lower Injury Chart. The Defending player can also modify the result of a single D6 part of each roll on the Higher Injury Chart by ±1.

During the Exploration Phase, both players roll two fewer Exploration Dice.

Monster Hunt

Type	*Terrain and Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Brawl	Special	See map	No limit	Monster, Slayer, Hoard

Terrain and Setup

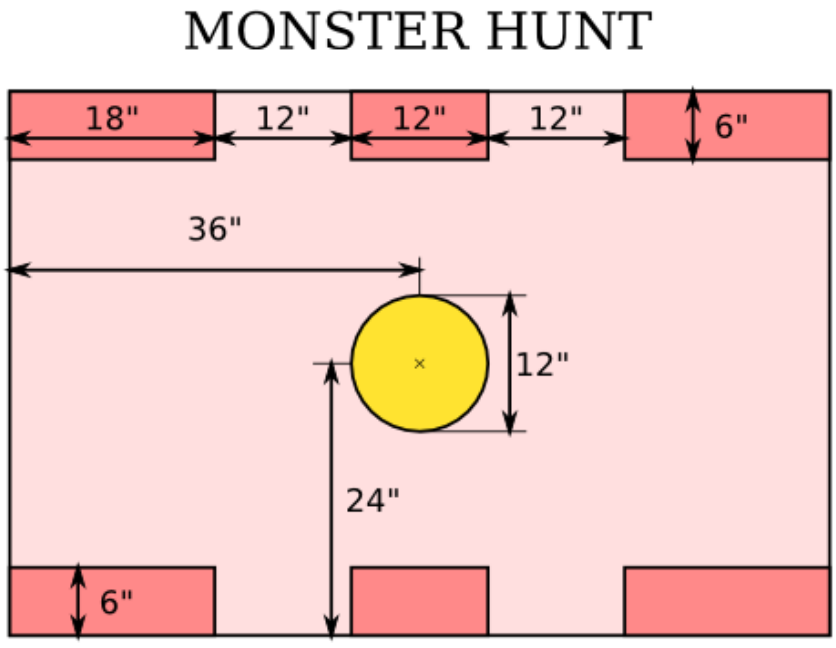
In the centre of the table, form the Monster's Lair using terrain. This could be a large roofless building, a fighting pit or something else entirely. It should roughly represent the shape of a circle with a 12" diameter.

The rest of the table has its terrain set as a normal.

Deployment Map

Regardless of the number of players the map to the right is used. When choosing Deployment Zones, you must pick a zone on the side of the table with the most vacant zones.

A Monster, chosen from the ones below, is deployed at the centre of the table. You may choose randomly using a D6.



Special Rules

Monster

At the end of each Game Turn, the monster has its own player turn. Where it will perform the following:

- During its Charge Phase the monster will declare a charge against the closest enemy model inside its lair, unless already Engaged in Combat.
- During its Movement Phase, if there are no enemy models in its lair, it will be placed back to the centre of the table (unless already there).

If the monster is in Close Combat, it fights in all the involved player's Close Combat Phases, including its own, as usual.

The monster's attacks are allocated evenly between all models in contact with the monster, beginning with the model with the most Health Points left. If the monster has a Breath Attack, it will only use it in Close Combat, in the first round of Combat in which it has less than half of its original number of Health Points left.

The monster cannot become Knocked Down or Stunned. Instead, it becomes Dazed.

If all Warbands are routed before the monster is dead, then there is no winner of the game.

Slayer

During the Experience Phase, each Hero, Henchman Group and Hireling that caused at least one unsaved wound to the Monster gains +1 Experience.

During the Experience Phase, the Hero or Henchman that took the Monster Out of Action gains +1 Experience (for a total of +3 Experience).

Hoard

During the Exploration Phase, the winner of the game adds 10 pts to their Treasury for each player who participated in the game. That player also rolls a D6 for every item on the following list. If the roll is equal to or higher than the Result Needed, the item(s) is added to the Winning Warband's Stockpile or Treasury.

Item	Result Needed	Item	Result Needed
D3x10 pts	4+	Halberd	4+
Light Armour	4+	Helmet	4+
Light Armour	5+	D3 Swords	5+
Heavy Armour	5+	Sharpened Axe	5+
Forest Cloak	6+	D6+2 Mandrake Roots	6+
Enchanted Great Weapon	6+	Tome of Magic	6+

1 Enormous Worm

Height: Large | Base: 50x50mm
Type: Beast | Species: Worm

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	4”	**-**	**8**			Fear (1)
Defensive	*HP*	*Def*	*Res*	*Arm*		
	15	**4**	**4**	**3**		Hard Target
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	
	4	**4**	**5**	**1**	**3**	Lethal Strike, Poison Attacks

2 Young Hydra

Height: Large | Base: 50x50mm
Type: Beast | Species: Hydra

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	6”	**-**	**8**			Fear (1)
Defensive	*HP*	*Def*	*Res*	*Arm*		
	15	**3**	**4**	**3**		Fortitude (4+)
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	
	6	**3**	**4**	**1**	**3**	Breath Attack (Strength 4, Flaming Attacks), **Loss of Heads**

Loss of Heads: Attack Attribute - Close Combat
For every full 3 Health Points below 15 the model currently is at, it suffers -1 Attack Value.

3 Young Giant

Height: Large | Base: 50x50mm
Type: Infantry | Species: Giant

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	6”	**-**	**8**			Fear (1), **Ungainly**
Defensive	*HP*	*Def*	*Res*	*Arm*		
	15	**3**	**4**	**1**		
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	
	4	**3**	**5**	**1**	**3**	**Rage**, Hammer

Ungainly: Universal Rule
If a Young Giant becomes taken Out Of Action, all Models in base contact with the Young Giant must pass an Initiative test or suffer a hit with Strength 5 and Armour Penetration 1.

Rage: Attack Attribute - Close Combat
For every full 3 Health Points below 15 the model currently is at, it gains +1 Attack Value.

4 Young Dragon

Height: Large | Base: 50x50mm
Type: Beast | Species: Dragon

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	7”	**-**	**8**			Fear (1)
Defensive	*HP*	*Def*	*Res*	*Arm*		
	15	**4**	**5**	**3**		
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	
	4	**4**	**5**	**2**	**5**	Breath Attack (Strength 4, Flaming Attacks), **Loss of Heads**

5 Hoarder

Height: Large | Base: 40x40mm
Type: Beast | Species: Supernal

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	5”	**-**	**8**			Fear (1), Strider, Supernal
Defensive	*HP*	*Def*	*Res*	*Arm*		
	15	**5**	**5**	**0**		Aegis (5+), Hard Target
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	
	3	**3**	**4**	**1**	**2**	**Tightening Grasp**

Tightening Grasp: Special Attack.

The model gains **Grind Attacks (X)**. When the model is not Engaged in Combat, X is set to 0. At the end of each Round of Combat the model was Engaged in, X is increased by +1 (e.g. Grind Attacks (0) becomes Grind Attacks (1)).

6 Young Chimera

Height: Large | Base: 50x50mm
Type: Beast | Species: Chimera

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	6”	**-**	**8**			Fear (1)
Defensive	*HP*	*Def*	*Res*	*Arm*		
	15	**3**	**5**	**1**		Fortitude (5+)
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	
	4	**3**	**5**	**2**	**3**	Breath Attack (Strength 4, Flaming Attacks)

Street Fight

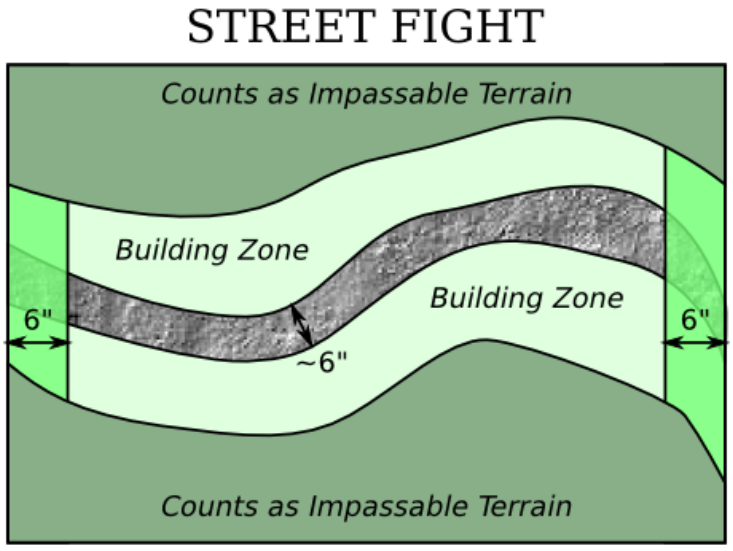
Type	*Terrain*	*Setup*	*Deployment Map*	*Game Length*	*Special Rules*
Duel	City Street	None	See map	No limit	Safe at Last

Terrain

The table resembles a street going from one short Board Edge to the other. Along both sides of the street is a thin line of Buildings. It should be possible to enter these buildings and move between some of them. The area behind the lines of buildings is considered impassable. The street can be winding and have some narrow parts, but the overall width should leave enough space for maneuvers and combats. The image to the left is an example of how the terrain can look like, but feel free to vary.

Deployment Map

The deployment zones are made up of the entire area 6" from the short Board Edges.



Special Rules

Safe at Last

As soon as a Model comes into contact with the Board Edge on the opposite side from where the Model started, it is Removed from Table.

If, at any time, a player has no models left on the table but has **not** yet had 25% or more of its Warband taken Out of Action or Vanquished, the game is ended and that player is declared the winner. This can only happen if most of that player's models have been Removed from Table through Safe at Last.

The winning Warband gains D3+1 experience that can be freely distributed to any Hero, Hireling or Henchmen group that were removed by coming into contact with the opposite Board Edge, max 1 point per model or group. Only a single model part of a Henchmen group must have been removed by coming into contact with the opposite Board Edge for the whole group to be given an experience point.

The losing Warband gains 1 experience that can be distributed in the same fashion.

Change Log

v0.9.9.7
Grammar and phrasing improved.