

CONQUEST

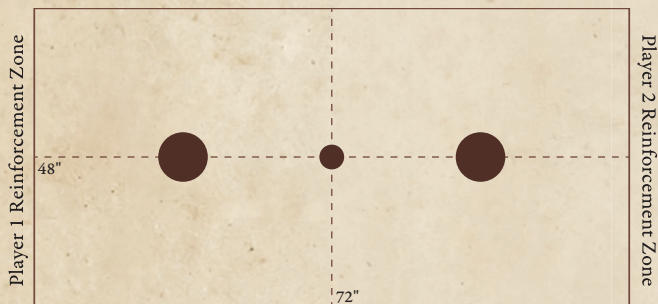
ORGANIZED PLAY
SCENARIOS

Para
Bellum

WARGAMES

SCENARIO ONE

BOTTLENECK



FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

Players place an agreed amount of Terrain, then agree on the Defence values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

One Objective (6" diameter for purposes of Seizing Territory) is placed at the center of the Table. Two Objectives (9" diameter for purposes of Seizing Territory) are placed 15" away from the center of the Table in either direction towards the players' Reinforcement Zones.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

All Regiments are held back as Reinforcements.

GAME LENGTH

At the end of a Round, if one or more players have accumulated 12 or more VP (Victory Points), the game ends. Otherwise the game ends after 10 rounds.

VICTORY CONDITIONS

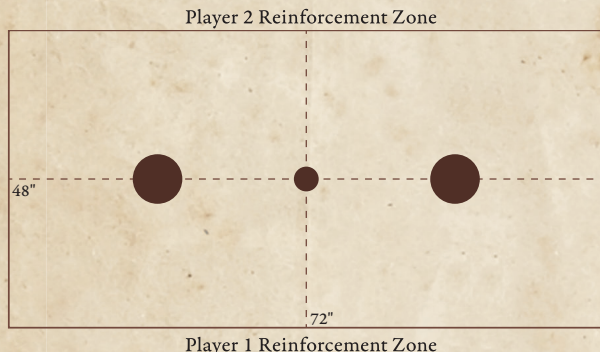
At the end of each Turn, you score points for the following:

- 1 Victory Point for securing the 9" diameter Objective Zone marker in the friendly half of the battlefield.
- 2 Victory Points for securing the 6" diameter Objective Zone marker.
- 3 Victory Points for securing the 9" diameter Objective Zone marker in the enemy half of the battlefield.

If a player loses all of their Regiments and Characters, that player automatically loses (the player is considered to have less total VP than their opponent for Victory), and both players retain any gained VP for tiebreaker purposes.

SCENARIO TWO

MAELSTROM



FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

Players place an agreed amount of Terrain, then agree on the Defence values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

One Objective (6" diameter for purposes of Seizing Territory) is placed at the center of the Table. Two Objectives (9" diameter for purposes of Seizing Territory) are placed on either side of the central Objective, in equal distance from each player's Reinforcement Edge and 15" away from the center of the Battlefield.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player

takes the opposite Battlefield edge (and Reinforcement Zone).

All Regiments are held back as Reinforcements.

GAME LENGTH

At the end of a Round, if one or more players have accumulated 12 or more VP (Victory Points), the game ends. Otherwise the game ends after 10 rounds.

VICTORY CONDITIONS

At the end of Turns 1-4 or 9-10, you score points for the following:

- 2 Victory Points for securing the 6" diameter Objective Zone marker.
- 1 Victory Point for securing each 9" diameter Objective Zone markers.

At the end of Turns 5-8, you score points for the following:

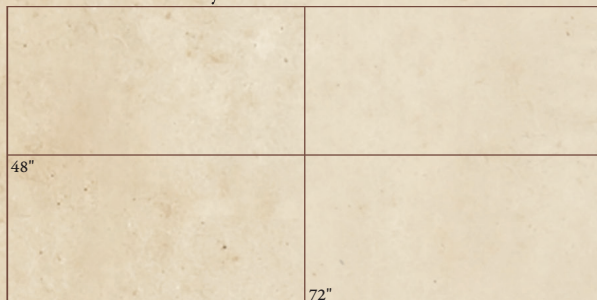
- 2 Victory Points for securing each 9" diameter Objective Zone markers.
- 1 Victory Point for securing the 6" diameter Objective Zone marker.

If a player loses all of their Regiments and Characters, that player automatically loses (the player is considered to have less total VP than their opponent for Victory), and both players retain any gained VP for tiebreaker purposes.

SCENARIO THREE

HEAD TO HEAD

Player 2 Reinforcement Zone



Player 1 Reinforcement Zone

FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

Players place an agreed amount of Terrain, then agree on the Defence values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

GAME LENGTH

At the end of a Round, if one or more players have accumulated 12 or more VP (Victory Points), the game ends. Otherwise the game ends after 10 rounds.

VICTORY POINTS

At the end of each Turn, you score points for the following:

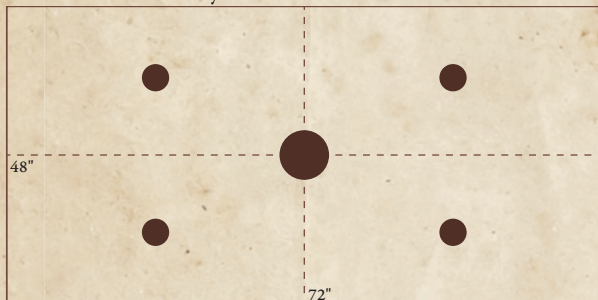
- 1 Victory Point for each enemy Command Card removed from play.
- 1 additional Victory Point if the Command Card removed was the Warlord.

If a player loses all of their Regiments and Characters, that player automatically loses (the player is considered to have less total VP than their opponent for Victory), and both players retain any gained VP for tiebreaker purposes.

SCENARIO FOUR

GRIND THEM DOWN

Player 2 Reinforcement Zone



Player 1 Reinforcement Zone

FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 48" x 72" Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

One Objective (9" diameter for the purposes of Seizing Territory) is placed in the center of the Table. Four Objectives (6" diameter for the purposes of Seizing Territory) are placed in the middle of each Quadrant.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone). All Regiments are held back as Reinforcements.

GAME LENGTH

At the end of a Round, if one or more players have accumulated 12 or more Victory Points (VP), the game ends. Otherwise the game ends after 10 rounds.

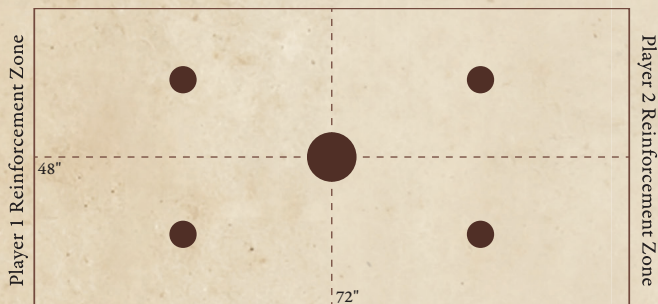
VICTORY CONDITIONS

In this Scenario, Characters are disregarded for the purposes of Seizing Territory. When Regiments and Characters are destroyed, keep their corresponding Command Cards aside face-up (immediately if they have already acted this Turn, or when the Cards are revealed if they have not). At the end of each Turn, if your opponent has two or more Command Cards set aside after the corresponding Regiment or Character was destroyed, choose and remove any 2 of them from play. Continue doing so until only 1 or fewer Command Cards remain. Then, you score points for the following:

- 1 VP if you control both Objective Markers on your half of the Battlefield.
- 1 VP for each Objective Marker on the enemy half of the Battlefield or the center of the Battlefield.
- 1 VP for each pair of enemy Command Cards that have been removed from play this Turn.
- 1 VP if at least one pair of non-Heavy Regiment Command Cards has been removed from play this Turn.

SCENARIO FIVE

HEAVY DUTY



FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 48" x 72" Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

One Objective (9" diameter for the purposes of Seizing Territory) is placed in the center of the Table. Four Objectives (6" diameter for the purposes of Seizing Territory) are placed in the middle of each Quadrant.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone). All Regiments are held back as Reinforcements.

In addition, Heavy Regiments add +1 to their Reinforcements Roll.

GAME LENGTH

At the end of a Round, if one or more players have accumulated 12 or more Victory Points (VP), the game ends. Otherwise the game ends after 10 rounds.

VICTORY CONDITIONS

In this Scenario, Characters are disregarded for the purposes of Seizing Territory.

At the end of each Turn, you score points for the following:

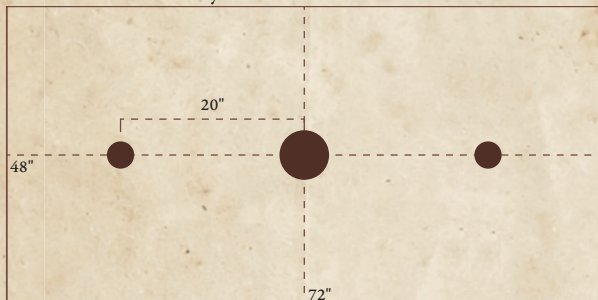
- 1 VP for every two Objective Markers controlled by your Medium Regiments.
- 1 VP for each Objective Marker controlled by your Heavy Regiments.
- 2 VP of each Objective Marker on your opponent's half of the table controlled by your Heavy Regiments instead of 1.
- Additionally, 1 VP for each of your opponent's Heavy Regiments destroyed this Turn.

*note that you may only claim one of the above conditions when Seizing Territory for each Objective Marker. For example, if you have two Medium Regiments contributing on two Objectives, and a Heavy Regiment contributes also to one of these two Objectives, you will only score VP because a Heavy Regiment controls one Objective, or because you control two Objective Markers with Medium Regiments (not both).

SCENARIO SIX

FROM ZERO TO HERO

Player 2 Reinforcement Zone



Player 1 Reinforcement Zone

FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 48" x 72" Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

One Objective (6" diameter for the purposes of Seizing Territory) is placed in the center of the Table. Two Objectives (6" diameter for the purposes of Seizing Territory) are placed along the central line of the Table, 20" away from the center.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone). All Regiments are held back as Reinforcements. In addition, Heavy Regiments add +2 to their Reinforcements Roll (to a maximum of +2, 1 is always a failure).

GAME LENGTH

At the end of a Round, if one or more players have accumulated 12 or more Victory Points (VP), the game ends. Otherwise the game ends after 10 rounds.

VICTORY CONDITIONS

In this Scenario, Light Regiments and Characters may Seize Territory (they may claim instead of just Contest). At the end of each Turn, you score points for the following:

- 1 VP for each Objective Marker controlled
- 1 VP for each of your opponent's Regiments destroyed during a Clash or Volley Action of a friendly Regiment of a heavier Category, and 1 additional VP if that friendly Regiment had also resolved a Charge Action earlier that Turn, against that destroyed Regiment.

*note that removing enemy Characters as casualties and destroying Regiments via Character Actions (such as Spellcasting for example) do not provide VP in this Scenario.

