

Big Nugget Creek Bridge

Description

Heavy rains have led to flooding along the swift and deep Big Nugget Creek. Several bridges have been washed out, and the normal fording areas across it are unsafe. This leaves just the stone Dragon Bridge as the lone safe, major crossing for 20 miles up or downstream. While it is in no threat of being washed away by the flood waters, the enemy has decided to try to take it, threatening to cut off all trade traffic to the region. They must be stopped – take and hold the bridge at all costs!

Deployment

Each deployment zone is the standard 24" wide x 12" deep box located against the player's edge of the table, 12" in from each side. Assemble the deployment deck and deploy all troops as normal, followed by any pre-battle Ranger movement.

Objective

There are three objectives to this game:

1. Eliminate as much of the enemy army as possible.
2. Preserve as much of your own army as possible.
3. Take and hold the bridge.

Special Rules

At the beginning of play, add a wild card to the deck. When this card is drawn each Turn, count the number of base sizes on the bridge for each player. Only models on the bridge (not Flying or Burrowing) count. To be considered on the bridge, a model must have at least half of its base on the 4" wide x 8" long main deck of the bridge; standing on the stairs or the sides of the bridge does not count. Standard Bases count as 1 base, Large Bases count as 2 bases, and Giant Bases count as 4 bases.

The creek is impassible to all ground troops, except at the bridge and the two fords. The fords are treacherous, however, due to the flooding. Models suffer the usual penalty for moving through a river crossing ($\frac{1}{4}$ MOV), but must also make a DIS check for each action for which they are in contact with the water. Failure indicates that the model has been pummeled with floating debris, dashed against the rocks by the current, etc. Each time this occurs, the model suffers 1 point of damage. If the damage is enough to kill the model, the corpse is swept away by the current.

Models with the Burrowed SA may pass underneath the creek without harm, and models with the Hover and Flyer SAs may pass over it normally. Models with the Leap SA may vault over the creek, assuming they have sufficient movement to do so.

Scoring

The maximum possible score from this game is 20 points. Each player is awarded 1 point for each full 100 points of enemy models (including equipment) destroyed during the game. Each player is also awarded for each full 100 points of their own force (including equipment) that is still in play at the end of the game. If the total of the two player's scores does not equal 20 points, any remaining unearned points are divided equally between the two players, with any odd point going to the player achieving the greater value of enemy models destroyed.

This game also awards up to 10 Victory Points (VP). Each Turn, the player with the greater number of bases on the bridge when the wildcard is drawn is awarded 2 VPs. If the number of bases is identical, each player is awarded 1

VP. If neither side has any bases on the bridge at the time the wildcard is drawn, neither side is awarded any VP for that Turn.

Stampede!

Description

They say an army marches on its stomach. Your supply lines are stretched thin, and it's time to feed the troops. As luck would have it, you've come across a herd of wild Krung Beasts. Capturing them would mean both an emergency food supply, as well as beasts of burden to help the supply chain. Off in the distance, you can see a dust cloud rising; another faction is on the march. You must herd the Krung Beasts back to your encampment before the enemy can get to them!

Deployment

Each deployment zone is the standard 24" wide x 12" deep box located against the player's edge of the table, 12" in from each side. Assemble the deployment deck and deploy all troops as normal. Once all troops have been deployed for both sides, place each of the 5 wild Krungbeast miniatures using a d10 to determine distance (the result of the roll, in inches) from the center of the table, with the direction being the direction the top face of the die points. Players may then proceed with any pre-battle Ranger movement.

Objective

There are four objectives to this game:

1. Eliminate as much of the enemy army as possible.
2. Preserve as much of your own army as possible.
3. Herd as many wild Krungbeasts off your side of the table as possible.
4. Kill any wild Krungbeasts that you are unable to herd off the table.

Special Rules

At the beginning of play, add a wild card to the deck. When this card is drawn, all wild Krungbeasts take their actions. At the time that they activate, if any Krung are wounded, they perform a Regeneration/4 check to see if they are healed 1 point. After this, if there are any models within 6", the Krung must roll a DIS check. If it passes the DIS check, it immediately Charges in a straight line towards the center of the nearest model's base and makes a single attack. If the victim has a small enough base size and there is sufficient room and movement, the wild Krung instead performs a Trample attack. All die rolls for such attacks are made by the player not being subjected to the attack(s). Should the Krung instead fail the DIS check, it moves directly away from the closest model at ½ of its current MOV rate. If there are no models within 6" at the time of activation, it immediately moves ½ of its current MOV in a random direction (roll a d10, with the direction being the direction the top face of the die points). Should this place the Krung within 6" of any model, proceed as directed above. If the Krung is not within 6", continue moving the Krung an additional ½ MOV in the same direction as its first action.

The Krungs may also be herded in a desired direction by making B2B contact and conducting one or more attacks (Fight action) against it. Note that since the Krungs have DR/1, a single attack against it in an activation inflicts no damage, but does serve to "prod" it. If the Krung is successfully struck with a single attack, it must make a DIS check. If it succeeds, it makes a Defensive Strike against the attacking model. If it fails, it moves a number of inches equal to its or the attacking model's MOV, whichever is less, in the direction desired by the attacker. The attacking model automatically takes a free action to move with the Krung during this cattle drive action. If multiple attacks are successfully used against the Krung in a single action, it takes damage (after the DR/1), but also suffers a -1 penalty to the DIS check for each hit past the first. Multiple attackers may move a Krung together,

but only models that conduct a successful attack move with the Krung, and they move at the slowest MOV of the figures involved. Each Krung may only be driven once per activation in this manner.

If the Krung is subjected to a ranged attack (Shoot action) or a spell (Spellcast action) instead of a melee attack, it immediately moves ½ of its current MOV in a random direction (roll a d10, with the direction being the direction the top face of the die points).

Scoring

The maximum possible score from this game is 20 points. Each player is awarded 1 point for each full 100 points of enemy models (including equipment) destroyed during the game. Each player is also awarded for each full 100 points of their own force (including equipment) that is still in play at the end of the game. If the total of the two player's scores does not equal 20 points, any remaining unearned points are divided equally between the two players, with any odd point going to the player achieving the greater value of enemy models destroyed.

This game also awards up to 10 Victory Points (VP). Each player is awarded 2 points for each Krungbeast successfully herded off their side of the table. Each player is awarded 1 point for each Krungbeast that they destroy (only the player that scores the final wound on a Krungbeast is awarded this point, even if the other player also damaged the model at any time during the game). Any Krungbeasts that are neither destroyed nor herded off the table award no points.

Wild Krungbeast				
Affiliation: Neutral			Cost: 87	
Rank: Monster			Base: Giant	
Race: Beast			14139	
DT	0	1	2	3
MOV	8	8	8	8
DIS	5	5	5	4
DV	11	11	11	10
MD	13	13	12	12
S.A.: Damage Reduction/1, Regeneration/4				
MAV	8	8	7	7
#MA	1			
S.A.: Mighty, Rush Attack, Trample				

Tombstone

Description

The cemetery outside of town is of grave importance. Maybe you want to loot it for valuables. Maybe you want to use the corpses to replenish your army. Maybe you want to bless the souls interred there so that such evil cannot be perpetrated upon them. Whatever your motivation, there are more than just tombstones in this cemetery today!

Deployment

Each deployment zone is 12" wide x 12" deep box located in the player's town-side corner of the table. Prior to deployment, the tournament coordinator or assistant will place 30 tomb markers in the cemetery on the table. Players may then assemble the deployment deck and deploy all troops as normal, followed by any pre-battle Ranger movement.

Objective

There are four objectives to this game:

1. Eliminate as much of the enemy army as possible.
2. Preserve as much of your own army as possible.
3. Locate the graves of value in the cemetery.

Special Rules

Models must make B2B contact with the tomb markers and spend a Specialty action to search them. If there is a mark on the underside of the base, the player has successfully blessed/looted/corrupted the grave. Once such a marker has been revealed, remove it from the area of play.

Scoring

The maximum possible score from this game is 20 points. Each player is awarded 1 point for each full 100 points of enemy models (including equipment) destroyed during the game. Each player is also awarded for each full 100 points of their own force (including equipment) that is still in play at the end of the game. If the total of the two player's scores does not equal 20 points, any remaining unearned points are divided equally between the two players, with any odd point going to the player achieving the greater value of enemy models destroyed.

This game also awards up to 10 Victory Points (VP). Each player is awarded 1 VP for each marked tomb they discover. Any markers that are not revealed by the end of the game award no points.

Whiskey for My Men

Description

Nothing raises the "spirits" of the troops like a little whiskey, and you've discovered a large underground aging cavern full of whiskey barrels. Just one problem: not all of the barrels are filled with whiskey; some are powderkegs... Oops.

It should be a good time, either way!

Deployment

Each deployment zone is the standard 24" wide x 12" deep box located against the player's edge of the table, 12" in from each side. Prior to deployment, the tournament coordinator or assistant will place 10 sets of barrels randomly around the cavern. Players may then assemble the deployment deck and deploy all troops as normal, followed by any pre-battle Ranger movement.

Objective

There are three objectives to this game:

1. Eliminate as much of the enemy army as possible.
2. Preserve as much of your own army as possible.
3. Use as many of the barrels as you can.

Special Rules

Half of the stacks of barrels are whiskey, the other half are powderkegs. Each is marked on the bottom of the base to indicate which is which. To pick up a barrel (and found out if it is whiskey or explosives), a model must move into B2B contact and spend an action to pick up the barrel. Once picked up, the barrel need not be used immediately, but if the model is killed before it uses the barrel, the barrel is dropped, and may be picked up by another model. Once a model has a barrel in its possession, the model may use the barrel as a free action during the current or subsequent activations. Each barrel is a single use, and a model may only carry a single barrel at a time.

When using a whiskey barrel, the model is granted the following modifications until the end of its next activation: DR/1, +2 MAV, +2 DIS, -1 DV, -1 MD. If the model already possesses DR, this portion of the effect does not stack with its existing DR.

When using a powderkeg barrel, the model may hurl it up to a distance equal to its MAV in inches. At the point of impact, the barrel explodes, producing the same effect as a Fireball (use a CP of 6 to determine if models in the AOE are affected; this cannot be counterspelled by spellcasters). Exploding barrels also cause cave-ins; all models within 5 inches of the barrel's point of impact must succeed at a DIS check or become Stunned from being struck by falling rocks and debris.

Scoring

The maximum possible score from this game is 20 points. Each player is awarded 1 point for each full 100 points of enemy models (including equipment) destroyed during the game. Each player is also awarded for each full 100 points of their own force (including equipment) that is still in play at the end of the game. If the total of the two player's scores does not equal 20 points, any remaining unearned points are divided equally between the two players, with any odd point going to the player achieving the greater value of enemy models destroyed.

This game also awards up to 10 Victory Points (VP). Each player is awarded 1 VP for each barrel (either type) that they make use of. All unused barrels (regardless of whether or not they are in a model's possession at the end of the game) award no VP.