

Dreaded Dragon's Domain

Crystal Dragon

DEF

5

ARM

6

Indestructible

Unmoveable

Arcane

Dragon's Breath



B4"



Scenario Rules

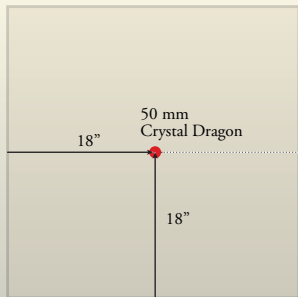
Keep a separate damage tracker for the Crystal Dragon for each player, by counting the amount of damage each player's army inflicts to the Crystal Dragon during a game round. If any player scored VP from this scenario this game round, the player who has not scored any points from this scenario this game round may make a Dragon's Breath arcane attack, after scoring VP. After the attack is resolved, the player can place the dragon within 2" of it's current position.

Scoring

At the end of the game round, the player who has dealt more damage to the Crystal Dragon gains the difference in damage in VP (max:3). In the case of a tie, no player scores VP. Then damage tracker is reset to 0 at the start of each game round.

Base 50 mm | PREY

Deployment



Crystal Dragon

Ranged and arcane attacks suffer -4 RNG when targeting the Crystal Dragon.

Ruthless Rampaging Raiders

Supply Cart

DEF

4

ARM

5



Indestructible

Unmoveable

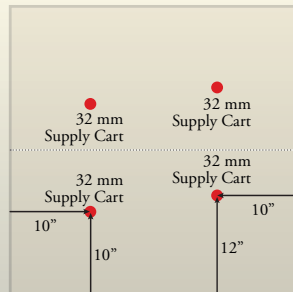
Scenario Rules

Each supply cart can only suffer 2 points of damage per game round. At the end of the game round, for each Supply Cart in your opponents table half, that has suffered 2 points of damage this game round, you may immediately assign the “Essence Starved” condition to one enemy non-ESSENCE WEAVER unit on the battlefield.

Scoring

At the end of the game round, you score VP equivalent to the damage inflicted to Supply Carts in your opponents table half. After scoring VP from this scenario, remove all damage inflicted to all Supply Carts.

Deployment



Supply Carts

Supply Carts receive +2 ARM against arcane and ranged attacks.

Buccaneering Boar Brigade

Wild Boar

DEF

*

ARM


*



Indestructible

Unmoveable

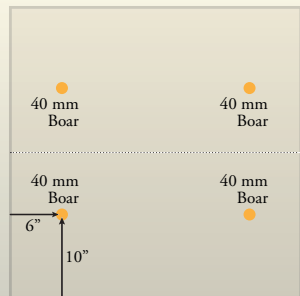
Scenario Rules

When a unit successfully interacts with a Wild Boar scenario element, the unit's controlling player may immediately make a M MOV with the Wild Boar scenario element. At the end of the move, each unit within 1" of the boar suffers a  melee damage roll.

Scoring

At the end of the game round your score 1 VP for each boar model completely within your opponents table half.

Deployment



Scented Surprise Sabotage

Scented Surprise

DEF

5

ARM

3



Scenario Rules

While within the opponents table half, friendly units can sacrifice an action to place a 32mm Scented Surprise model within 1" of a model in the unit and 6" away from all other Scented Surprise models.

Scoring

At the end of the game round each player scores 1 VP for each Scented Surprise model completely within their opponent's table half, to a maximum of 3 VP per game round. At the end of the game round, after scoring VP, remove all Scented Surprise models.
NOTE: Scented Surprise models can be attacked, pushed, moved and placed.

Deployment

18"

Watchful Well Wardens

Essence Well

DEF

*

ARM



*



Indestructible

Unmoveable

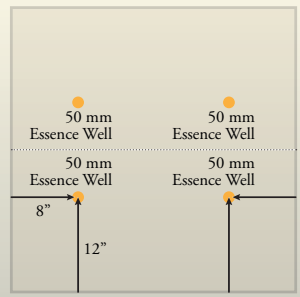
Scenario Rules

Each time you successfully interact with an Essence Well, place a control token of your army on it.
 At the beginning of each game round, you gain  if you control at least 2 Essence Wells. You gain  instead, if you control 3 or more Essence Wells.

Scoring

At the end of the game round you score 1 VP for each Essence Well scenario marker with a control token of your army.

Deployment



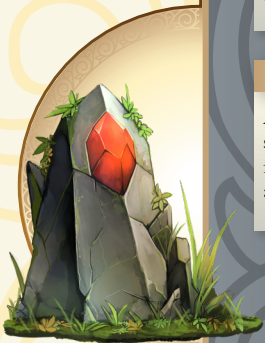
Legendary Ley Line

Ley Line

DEF




ARM



Indestructible

Unmoveable

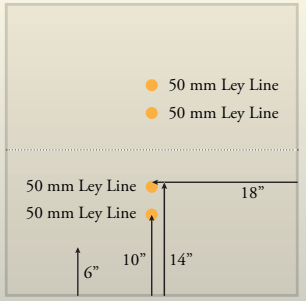
Scenario Rules

Each time you successfully interact with a Ley Line place a control token of your army on it.
 At the beginning of a game round, add  to your essence reserve for each Ley Line you control.

Scoring

At the end of the game round you score 1 VP for each Ley Line scenario marker with a control token of your army.

Deployment



Monumental Mine Mountain

Essence Crystal Mine

DEF

*

ARM

*





Indestructible


Unmoveable

Scenario Rules

The first time during a game round, when a friendly unit ends an activation within 1" of an Essence Crystal Mine its controlling player may add an essence crystal to their essence reserve. The type of essence crystal is defined by the location of the mine. This effect can only occur once per game round for each Essence Crystal Mine scenario element.

Your table half: 

Middle line of the table: 

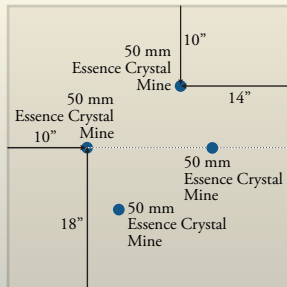
Opponents players table half: 

Scoring

For each Essence Crystal Mine a player controls on the middle line of the table at the end of a game round they score 1 VP.

A player who controls the Essence Crystal Mine completely in their opponents table half at the end of a game round scores 2 VP.

Deployment



Apparition Ambush Adventure

Essence Apparition

DEF

*

ARM


*



Indestructible

Unmoveable

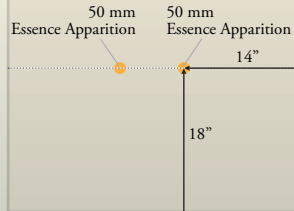
Scenario Rules

After scoring VP, each player may place each essence apparition they didn't score VP from within 2". Afterwards each unit within 1" of an essence apparition suffers a  damage roll.

Scoring

At the end of the game round you score 1 VP for each Ley Line scenario marker your army controls.

Deployment



Base 50 mm | CONTROL



2024
Scenario



2024
Scenario