

Dreaded Dragon's Domain

Prey

Crystal Dragon

DEF

5

ARM

6

Base

50
mm

Arcane



Dragon's Breath



3

Scenario Rules

Place a 'Crystal Dragon' scenario element as indicated on the battle-field. Separately track the damage each player's army inflicts to the 'Crystal Dragon' scenario element each game round.

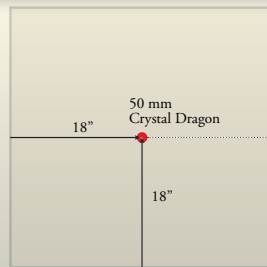
Scoring

At the end of the game round, the player with the higher damage tracker scores the difference between both trackers as VP, up to a maximum of 3 per game round. Then, reset both damage trackers.

Scenario Effect

If any player scored VP from this scenario this game round, the player who did not score VP this game round from this scenario may make a 'Dragon's Breath' attack, using the 'Crystal Dragon' scenario element as the origin of the attack. Once the attack is resolved, that player may place the 'Crystal Dragon' within 2" of its current location.

Deployment



P Turbulence

☞ and ☞ attacks suffer a -4 RNG penalty when targeting the 'Crystal Dragon' scenario element.

P Dragon's Breath

Models hit by a 'Dragon's Breath' ☞ attack suffer 🔥.

P Anchored

P Indestructible

P Rooted

Ruthless Rampaging Raiders

Prey

Supply Depot

DEF

4

ARM

5

Base

32 mm



2

Scenario Rules

Each player places 2 'Supply Depot' scenario elements in their table half as indicated. Track the damage each player's army inflicts to each 'Supply Depot' in their opponent's table half. Each 'Supply Depot' can only suffer 2 points of damage per game round.

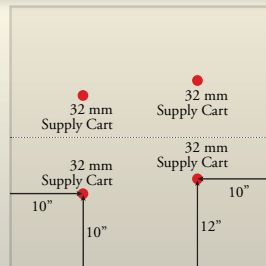
Scoring

At the end of the game round, players score VP equal to the damage inflicted to 'Supply Depot' scenario elements in their opponents table half, to a maximum of 3 per game round. After scoring VP and resolving scenario effects from this scenario, remove all points of damage from all 'Supply Depot' scenario elements.


P Bulwark

A 'Supply Depot' gains +2 ARM against  and  attacks.

Deployment



Scenario Effect

At the end of the game round, for each 'Supply Depot' in an opponents table half, that has suffered 2 points of damage this game round, a player may immediately assign  to one enemy non-ESSENCE WEAVER unit on the battlefield.

P Anchored

P Indestructible

P Rooted

Buccaneering Boar Brigade

Action Interact

Wild Boar

DEF

*

ARM

*

Base

40 mm



3




Scenario Rules

Each player places 2 'Wild Boar' scenario elements in their table half as indicated. When a unit successfully interacts with a 'Wild Boar' scenario element, the unit's controlling player may immediately make an M MOV with the 'Wild Boar' scenario element.

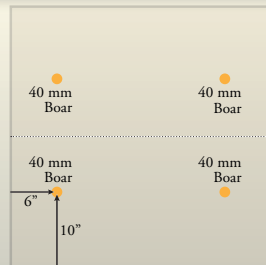
Scoring

At the end of the game round, a player scores 1 VP for each 'Wild Boar' scenario element completely within their opponent's table half.

Scenario Effect

When a 'Wild Boar' scenario element ends a move within 1" of a unit, one model from that unit, which is within 1" of the 'Wild Boar' scenario element, suffers a    damage roll.

Deployment



P Anchored

P Indestructible

P Rooted

Scented Surprise Sabotage

Action Interact

Prey

Scented Surprise

DEF

5

ARM

3

Base

32
mm



3

Scenario Rules

While within the opponent's table half, a friendly unit may sacrifice an action to place a 'Scented Surprise' scenario element within 1" and more than 6" away from any other 'Scented Surprise' scenario elements. Each unit may only place on 'Scented Surprise' scenario element per game round.

Scoring

At the end of the game round, each player scores 1 VP for each 'Scented Surprise' scenario element completely within their opponent's table half, up to a maximum of 3 VP per game round. At the end of the game round, after scoring VP, remove all 'Scented Surprise' scenario elements from the battlefield.



Watchful Well Wardens

3

Essence Interact

Essence
Well

DEF

*

ARM

*

Base

50
mm





Scenario Rules

Each player places 2 'Essence Well' scenario elements in their table half as indicated. Each time a player successfully pays essence to take control of an 'Essence Well' scenario element, they remove any other control tokens on it and then place a control token of their army on it.

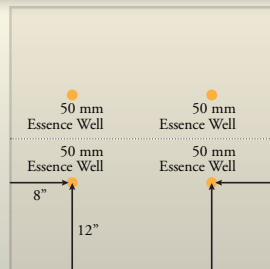
Scoring

At the end of the game round, a player scores 1 VP for each 'Essence Well' scenario element with a control token of their army on it.

Scenario Effect

At the beginning of each game round, a player may add  to their essence reserve if they control at least 2 'Essence Well' scenario elements. They may add  instead, if they control 3 or more 'Essence Well' scenario elements.

Deployment



P Anchored

P Indestructible

P Rooted

Legendary Ley Line

Essence Interact

Ley Line

DEF

*

ARM

*

Base

50
mm



3


Scenario Rules

Each player places 2 'Ley Line' scenario elements in their table half as indicated. Each time a player successfully pays essence to take control of a 'Ley Line' scenario element, they remove any other control tokens on it and then place a control token of their army on it.

Scoring

At the end of the game round, a player scores 1 VP for each 'Ley Line' scenario element with a control token of their army on it

Scenario Effect

At the beginning of a game round, a player may add  to their essence reserve for each 'Ley Line' scenario element with a control token of their army on it.

Deployment

- 50 mm Ley Line
- 50 mm Ley Line

50 mm Ley Line
50 mm Ley Line

10" 14" 18"

P Anchored

P Indestructible

P Rooted

Monumental Mine Mountain

Control

Essence Crystal Mine

DEF

*

ARM

*

Base

50
mm



3

Scenario Rules

Place 4 'Essence Crystal Mine' scenario elements as indicated on the battlefield.

Scoring

For each 'Essence Crystal Mine' scenario element a player controls on the middle line of the battlefield at the end of a game round, they score 1 VP. For each 'Essence Crystal Mine' scenario element a player controls completely in the opponent's table half at the end of a game round, they score 2 VP.

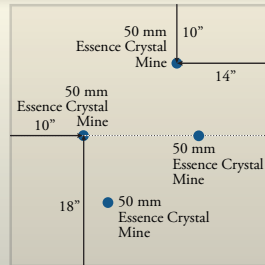
Scenario Effect

The first time during a game round when a friendly unit ends an activation within 1" of each 'Essence Crystal Mine' scenario element, its controlling player may add an essence crystal to their essence reserve:

- Own table half:
- Middle line:
- Opponent's table half:



Deployment



P Anchored

P Indestructible

P Rooted

Apparition Ambush Adventure

Control

Essence Apparition

DEF

*

ARM

*

Base

50 mm



2




Scenario Rules

Place 2 'Essence Apparition' scenario elements as indicated on the battlefield.

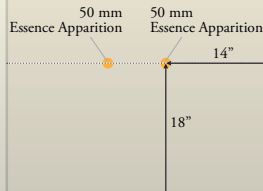
Scoring

At the end of the game round, a player scores 1 VP for each 'Essence Apparition' scenario element their army controls.

Scenario Effect

After scoring VP, each player may place each 'Essence Apparition' scenario element their opponent scored VP from within 2" of itself. When an 'Essence Apparition' scenario element is placed within 1" of a unit, one model from that unit, which is within 1" of the 'Essence Apparition' scenario element, suffers a    damage roll.

Deployment



P Anchored

P Indestructible

P Rooted



2025
Scenario



2025
Scenario