

PENANCE

SCENARIO #3: ESCORT DUTY

Absolution Through Steel

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SCENARIO #3: ESCORT DUTY

Type: Asymmetric Objective **Players:** 2 (Attacker vs Defender) **Estimated Playtime:** 60-75 minutes **Difficulty:** Advanced **Victory Condition:** - **Defender:** Escort the Supply Caravan to the exit - **Attacker:** Destroy the Supply Caravan OR eliminate the Defender

SCENARIO OVERVIEW

A vital supply caravan must reach the settlement before nightfall. The Defender must protect the slow-moving caravan while the Attacker tries to destroy it. The caravan is vulnerable but has basic defenses.

What This Teaches: Asymmetric objectives, protecting weak units, aggressive vs defensive tactics, tempo control

MAP: THE TRADE ROAD (16×10 Hexes)

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Terrain Legend

- **[F] Forest:** +1 Defense, blocks LOS
- **[R] Rubble:** +1 Defense, difficult terrain (2 SP)
- **[W] Water/Mud:** Difficult terrain (2 SP), remove 1 Heat at end of turn
- **[E1] Elevation 1:** +1 damage, ignore cover when attacking from here
- **[==] Road:** Fast Movement (move 2 hexes for 1 SP), no defensive bonus

SPECIAL UNITS: THE SUPPLY CARAVAN

Caravan Stats

HP: 40 HP (does not use deck system - tracks damage directly) **Movement:** 2 hexes per turn (moves during Defender's turn, costs no SP) **Defense:** 3+ (harder to hit than Caskets) **Size:** Large (occupies 1 hex but can be attacked from adjacent hexes)

Armor: - Caravan ignores first 2 damage from each attack (heavy wooden frame) - No component damage (caravan has no components)

Vulnerabilities: - Cannot move off the Road hexes (must follow the road) - Cannot attack or defend itself - Takes double damage from Fire attacks

Caravan Movement

Automatic Movement: At the start of each Defender's turn, the Caravan moves 2 hexes along the Road toward the exit (no SP cost).

Blocking: If the Attacker's Casket is standing on the Road directly in front of the Caravan, the Caravan stops moving (it cannot push through).

Exit Point: The Caravan exits the map when it reaches hex [15,4] or [15,5] (far right edge of road).

DEPLOYMENT

Defender Deployment

- Deploy anywhere within 3 hexes of hex [2,4] or [2,5] (near the Caravan)
- Must start within 6 hexes of the Caravan

Attacker Deployment

- Deploy anywhere within 3 hexes of hex [13,4] or [13,5] (ambush position)
- Can deploy on either side of the road

Caravan Starting Position

- Caravan starts on hex [1,4] (leftmost road hex)
- Faces East (toward exit)

VICTORY CONDITIONS

Defender Wins If:

1. The Caravan reaches the exit (hex [15,4] or [15,5]) **OR**
2. The Attacker's Casket is reduced to 0 HP

Attacker Wins If:

1. The Caravan is reduced to 0 HP **OR**
2. The Defender's Casket is reduced to 0 HP **OR**
3. Turn 12 ends and the Caravan has not exited (supplies arrive too late, settlement starves)

SPECIAL RULES

Road Movement

- Moving along Road hexes (horizontally) costs **1 SP for 2 hexes** (fast travel)
- Moving OFF the road costs normal SP (1 SP per hex)
- Road provides **no defensive bonus** (you're exposed)

Caravan Combat

- The Caravan cannot attack or use cards
- The Caravan cannot be moved by Push/Pull effects
- The Caravan ignores Heat, Taint, and Component Damage
- When the Caravan takes damage, mark it on a separate HP track (starts at 40)

Blocking the Road

- If the Attacker stands on the Road directly in front of the Caravan, it stops moving
- The Defender can Push the Attacker off the road to unblock the Caravan
- Blocking the Caravan generates **1 Heat per turn** (engines overheat from holding position)

Turn Limit

- The scenario ends after **Turn 12** (about 12-15 minutes of real time)
- If the Caravan has not exited by Turn 12, the Attacker wins

TACTICAL CONSIDERATIONS

Defender Strategy

- **Protect the Caravan:** Stay close and intercept the Attacker

- **Clear the Road:** Push the Attacker off the road if they're blocking
- **Speed Matters:** The faster the Caravan moves, the less time the Attacker has
- **Positioning:** Use elevation to threaten the Attacker from range

Attacker Strategy

- **Destroy the Caravan:** Focus fire on the vulnerable Caravan
- **Block and Delay:** Stand on the Road to stop the Caravan's movement
- **Ignore the Defender:** Sometimes it's better to rush past and hit the Caravan directly
- **Use Terrain:** Elevation and rubble give you defensive bonuses while attacking

BALANCING NOTES

If Attacker Wins Too Easily: - Increase Caravan HP to 50 - Reduce turn limit to Turn 10

If Defender Wins Too Easily: - Reduce Caravan HP to 30 - Increase turn limit to Turn 15 - Allow Attacker to deploy closer (within 5 hexes of exit)

VARIANTS

Variant: Reinforcements

- On Turn 6, a second Attacker Casket (controlled by same player) enters from hex [13,9] (bottom right)
- Defender must split attention between two threats

Variant: Hazardous Cargo

- When the Caravan takes 20+ damage, it drops Unstable Soulstones
- Place 3 Soulstone tokens on the road where the Caravan was hit

- Any Casket that moves through those hexes takes 3 damage (explosion)

Variant: No Turn Limit

- Remove the Turn 12 limit
- Attacker must destroy the Caravan OR eliminate the Defender to win
- Makes the scenario less tense but more forgiving for new players

RECOMMENDED FACTIONS

Good Defender Choices: - **Dwarven Forge-Guilds:** Tanky, can shield the Caravan with high armor - **Church of Absolution:** Aggressive, can threaten the Attacker into retreating - **Elven Verdant Covenant:** Mobile, can reposition quickly to intercept

Good Attacker Choices: - **The Ossuarium:** Taint corruption and Phylactery resurrection, can outlast the Defender - **Church of Absolution:** Burst damage, can kill the Caravan quickly - **Dwarven Forge-Guilds:** Armor-piercing, ignores Caravan's armor

DESIGN NOTES

This scenario tests **asymmetric objectives** and **tempo management**. The Defender must balance aggression (stopping the Attacker) with protection (keeping the Caravan safe). The Attacker must decide: "Do I destroy the Caravan, or eliminate the Defender?"

The **turn limit** creates urgency. The Defender wants to move fast; the Attacker wants to slow everything down.

Lesson: Not every scenario is "kill the enemy." Sometimes survival is victory.

Next Scenario: [Scenario #4: King of the Hill →](#)

[← Back to Scenario Index](#)