

PENANCE

ARENA SCENARIO #2: RELIQUARY RUINS

Absolution Through Steel

Generated 02-reliquary-ruins

ARENA SCENARIO #2:

RELIQUARY RUINS

Type: 1v1 Objective Control **Factions:** Church of Absolution vs Dwarven Clans
Estimated Playtime: 60-75 minutes **Difficulty:** Intermediate (requires map control tactics) **Victory Condition:** Control 3 of 5 Reliquaries at end of Round OR reduce opponent to 0 HP

SCENARIO SETUP

Map: The Reliquary Ruins (14×12 Hexes)

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[W ][F ][F ][ ][R1][ ][ ][R1][ ][F ][F ][W ]
[ ][F ][P ][ ][ ][ ][ ][ ][ ][P ][F ][ ]
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[ ][ ][ ][ ][F ][E2][E2][F ][ ][ ][ ][ ]
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Terrain Legend

[W] - Water/Moat (14 hexes) - **Effect:** No defensive bonus - **Movement:** Difficult Terrain (2 SP per hex) - **LOS:** Does not block LOS - **Special:** If you end turn in Water, remove 2 Heat (increased from standard 1) - **Impassable:** Hexes on edges (row 1, row 14) are deep water (cannot enter)

[F] - Forest/Overgrowth (16 hexes) - **Effect:** +1 Defense when standing in this hex - **Movement:** Normal (1 SP per hex) - **LOS:** Blocks LOS if 2+ forest hexes in a row - **Special:** Provides cover from ranged attacks

[P] - Pillar/Ruins (4 hexes) - **Effect:** +2 Defense when standing in this hex - **Movement:** Normal (1 SP per hex) - **LOS:** Blocks LOS (total cover) - **Special:** Cannot be attacked through (must move around)

[E2] - Elevation 2 (Central Platform) (10 hexes) - **Effect:** +2 damage to attacks FROM this hex - **Effect:** Ignore cover when attacking FROM this hex - **Movement:** Costs 3 SP to enter from ground level, 2 SP to move within - **LOS:** Can see over all terrain except other Elevation 2 - **Special:** Attacks FROM Elevation 2 gain +1 Range

[R1] - Reliquary 1 (North Shrines) (2 hexes) - **Control:** Stand on hex at end of Round to control - **Effect:** +1 Defense when standing on this hex - **Movement:** Normal (1 SP per hex) - **Victory Points:** Worth 1 point each (2 total)

[R2] - Reliquary 2 (East/West Shrines) (2 hexes each = 4 total) - **Control:** Stand on hex at end of Round to control - **Effect:** +1 Defense when standing on this hex - **Movement:** Normal (1 SP per hex) - **Victory Points:** Worth 1 point each

[R3] - Reliquary 3 (Central Cathedral) (4 hexes) - **Control:** Stand on ANY of the 4 hexes at end of Round - **Effect:** +2 Defense when standing on this hex (holy ground) - **Movement:** Costs 2 SP to enter from Elevation 2 - **LOS:** Does not block LOS - **Special:** On Elevation 2 platform - **Victory Points:** Worth 2 points if controlled (entire 4-hex zone counts as 1 Reliquary)

[R4] - Reliquary 4 (South Shrines) (2 hexes) - **Control:** Stand on hex at end of Round to control - **Effect:** +1 Defense when standing on this hex - **Movement:** Normal (1 SP per hex) - **Victory Points:** Worth 1 point each (2 total)

[R5] - Reliquary 5 (Far South Shrines) (2 hexes) - **Control:** Stand on hex at end of Round to control - **Effect:** +1 Defense when standing on this hex - **Movement:** Normal (1 SP per hex) - **Victory Points:** Worth 1 point each (2 total)

[] - Clear Ground (All other hexes) - **Effect:** No modifiers - **Movement:** Normal (1 SP per hex)

RELIQUARY CONTROL SYSTEM

5 Reliquaries (10 individual control points)

1. **North Shrines (R1):** 2 hexes (1 point each)
2. **East Shrines (R2):** 2 hexes on east side (1 point each)
3. **Central Cathedral (R3):** 4-hex zone on Elevation 2 (2 points total)
4. **South Shrines (R4):** 2 hexes (1 point each)
5. **Far South Shrines (R5):** 2 hexes (1 point each)

Total Points Available: 10 points

How Control Works

At the END of each Round (both players have taken a turn): 1. Check which Reliquaries each player is standing on 2. Award control points: - R1, R2, R4, R5: 1 point per hex occupied - R3 (Central Cathedral): 2 points if ANY of the 4 hexes occupied 3. Track cumulative control points on paper

Victory Conditions: - **Primary:** Control 6+ points at end of Round (majority control) - **Secondary:** Reduce opponent to 0 HP (standard deathmatch) - **Tertiary:** Control Central Cathedral (R3) for 3 consecutive Rounds

DEPLOYMENT

Church of Absolution Deployment Zone

Hexes: North section (rows 2-4, columns 3-9)

[F][F][][R1][][][R1][][F]
[][F][P][][][][][][P]
[][][][R2][][F][F][][R2]

Starting Position: Player chooses any clear ground hex in rows 3-4 **Facing:** Player chooses initial facing **Strategic Note:** Close to North Shrines (R1) and East/West Shrines (R2)

Dwarven Clans Deployment Zone

Hexes: South section (rows 10-12, columns 3-9)

[][][][R4][][F][F][][R4]
[][F][P][][][][][][P]
[W][F][F][][R5][][][R5][][F]

Starting Position: Player chooses any clear ground hex in rows 10-11 **Facing:** Player chooses initial facing **Strategic Note:** Close to South Shrines (R4, R5)

Deployment Order

1. **Roll 1d6:** Higher roll chooses who deploys first
2. **First player:** Places Casket in their deployment zone
3. **Second player:** Places Casket in their deployment zone
4. **First player begins** Round 1

PRE-BUILT DECKS

CHURCH DECK: “ZEALOT’S MARCH”

Casket Class: Scout (Light Frame - 6 SP)

Build: - 10 Universal Core (mandatory) - 6 Church Faction Core (mandatory) - Equipment: Spear (5 cards) + Buckler Shield (2 cards) + Martyr’s Brand Sigil (3 cards) = 10 cards - 2 Tactics: Righteous Fury + Last Rites

Total: 28 cards (10 Universal + 6 Faction + 10 Equipment + 2 Tactics)

Deck Composition:

Universal Core (10 cards): 1. Move ×3 (1 SP, Move 2 hexes) 2. Sprint ×2 (2 SP, Move 4 hexes, +1 Heat) 3. Brace ×2 (1 SP, +2 Defense until next turn) 4. Disengage ×1 (1 SP, Move 2 hexes, ignore attacks of opportunity) 5. Focus ×1 (0 SP, Draw 1 card) 6. Emergency Repair ×1 (3 SP, Recover 3 cards from discard)

Church Faction Core (6 cards): 7. Blood Offering ×1 (0 SP, Discard 2 cards, next attack +3 damage) 8. Martyrdom Protocol ×1 (2 SP, Redirect damage from ally to yourself) 9. Righteous Fury ×1 (Passive, +1 damage per enemy killed - permanent) 10. Divine Judgment ×1 (4 SP, Deal 8 damage, ignore Defense) 11. Consecrated Ground ×1 (3 SP, Create 3-hex zone, allies heal 1 card/turn) 12. Last Rites ×1 (0 SP, When reduced to 0 HP, deal 10 damage to killer)

Equipment - Spear (5 cards): 13. Spear Thrust ×2 (2 SP, Melee, Deal 4 damage, +1 Range) 14. Defensive Stance ×1 (1 SP, +2 Defense, next attack from Front Arc deals +2 damage) 15. Piercing Strike ×1 (2 SP, Melee, Deal 3 damage, ignores 1 Defense) 16. Lunging Attack ×1 (3 SP, Move 1 hex + attack for 5 damage)

Equipment - Buckler Shield (2 cards): 17. Deflect ×1 (1 SP, Reactive, Reduce damage by 2) 18. Shield Bash ×1 (2 SP, Melee, Deal 2 damage, push 1 hex)

Equipment - Martyr’s Brand Sigil (3 cards - Church-Exclusive): 19. Martyr’s Blessing ×1 (Passive, When you discard cards via Blood Offering, gain +1 Defense until next turn) 20. Sacred Wound ×1 (2 SP, Self-harm: discard 1 card, all allies gain +1 damage this turn) 21. Zealot’s Fervor ×1 (Passive, When below 15 HP, all attacks deal +1 damage)

Tactics (2 cards): 22. Righteous Fury Tactic ×1 (0 SP, Once per game: Next attack deals double damage) 23. Last Rites Tactic ×1 (Passive, When reduced to 0 HP, recover to 5 HP once per mission)

Opening Hand: Shuffle deck, draw top 6 cards

Playstyle: - Fast objective runner (6 SP Scout = highest mobility) - Spear provides +1 Range for flexibility - Light deck (28 cards) = faster cycling - Use Sprint + Lunging Attack to cover ground quickly - Grab multiple Reliquaries early (R1 + R2) - Buckler Shield provides emergency defense without slowing movement

Win Condition: Rush North Shrines (R1) + East/West Shrines (R2) early, hold 4+ points before Dwarves climb Cathedral

DWARVEN DECK: “FORTRESS KEEPER”

Casket Class: Fortress (Ultra-Heavy Frame - 3 SP)

Build: - 10 Universal Core (mandatory) - 6 Dwarven Faction Core (mandatory) - Equipment: Greatsword (8 cards, 2-handed) + Reinforced Plating (3 cards) + Repair Kit (3 cards) + Forge-Run Sigil (3 cards) = 17 cards - 2 Tactics: Stone Endurance + Runic Overcharge - **Stone Endurance Bonus:** +2 Universal Core cards

Total: 35 cards (12 Universal + 6 Faction + 17 Equipment + 2 Tactics) - Slowest but most durable

Deck Composition:

Universal Core (12 cards - includes Stone Endurance bonus): 1. Move ×4 (1 SP, Move 2 hexes) - +1 extra from Stone Endurance 2. Sprint ×3 (2 SP, Move 4 hexes, +1 Heat) - +1 extra from Stone Endurance 3. Brace ×2 (1 SP, +2 Defense until next turn) 4. Disengage ×1 (1 SP, Move 2 hexes, ignore attacks of opportunity) 5. Focus ×1 (0 SP, Draw 1 card) 6. Emergency Repair ×1 (3 SP, Recover 3 cards from discard)

Dwarven Faction Core (6 cards): 7. Crushing Blow ×1 (2 SP, Melee, Deal 4 damage, ARMOR PIERCING - ignore all Defense) 8. Forge Fury ×1 (2 SP, Convert all Heat to damage, deal X damage where X = current Heat) 9. Rune of Protection ×1 (2 SP, Gain 1 Rune Counter, reduce damage by 1 per counter - max 3, lasts until end of mission) 10.

Unbreakable ×1 (1 SP, Reactive, Reduce damage by 3) 11. Earthshaker ×1 (3 SP, Melee AOE, Deal 3 damage to all adjacent enemies, push 1 hex) 12. Clan Vengeance ×1 (Passive, +2 damage per Component Damage taken - permanent)

Equipment - Greatsword (8 cards, 2-handed - no Shield slot): 13. Cleaving Strike ×2 (2 SP, Melee, Deal 6 damage) 14. Overhead Slash ×2 (3 SP, Melee, Deal 8 damage, +1 Heat) 15. Defensive Sweep ×1 (1 SP, Melee, Deal 3 damage, +1 Defense until next turn) 16. Executioner's Blow ×1 (4 SP, Melee, Deal 10 damage, must be below 50% HP) 17. Whirlwind ×1 (3 SP, Melee AOE, Deal 4 damage to all adjacent enemies) 18. Guard Break ×1 (2 SP, Melee, Deal 4 damage, target loses all Defense buffs)

Equipment - Reinforced Plating (3 cards): 19. Ablative Armor ×1 (Passive, First hit each turn deals -2 damage) 20. Heavy Plating ×1 (Passive, +1 Defense against all attacks) 21. Impact Resistance ×1 (1 SP, Reactive, Reduce damage by 3, lose 1 Heat)

Equipment - Repair Kit (3 cards): 22. Field Repair ×1 (2 SP, Recover 2 cards from discard) 23. Emergency Patch ×1 (1 SP, Reactive, When taking 5+ damage, reduce by 2) 24. Jury-Rig ×1 (3 SP, Prevent adding Damage card on next reshuffle)

Equipment - Forge-Rune Sigil (3 cards - Dwarven-Exclusive): 25. Runic Regeneration ×1 (Passive, When you gain a Rune Counter, recover 1 card from discard) 26. Forge Heat ×1 (1 SP, Gain 2 Heat, +1 damage to next attack) 27. Rune of Endurance ×1 (Passive, Max Rune Counters increased from 3 to 4)

Tactics (2 cards): 28. Stone Endurance ×1 (Passive, +2 Universal Core cards, deck starts at 35 cards instead of 33) 29. Runic Overcharge ×1 (2 SP, Once per game: Gain 3 Rune Counters immediately)

Opening Hand: Shuffle deck, draw top 6 cards

Playstyle: - Ultimate fortress tank (35 HP, slowest movement) - Only 3 SP per turn (Fortress class) - must choose actions carefully - Grab Central Cathedral (R3) early, fortify with Rune Counters - Greatsword deals massive damage (6-10 per hit) - Reinforced Plating + Rune Counters = extreme damage reduction (-6 total) - Repair Kit sustains through long games (recover HP, prevent Damage cards) - Sacrifice speed for durability

Win Condition: Control Central Cathedral (R3, 2 points) + South Shrines (R4, 2 points) = 4 points, hold position until Church exhausts

TURN STRUCTURE REMINDER

Round Structure

Each **Round** consists of: 1. **Player 1 Turn** (4 phases: Refresh, Action, Draw, End) 2. **Player 2 Turn** (4 phases: Refresh, Action, Draw, End) 3. **End of Round Control Check**

Control Check (End of Round)

After both players complete their turns: 1. Check Reliquary occupation (who's standing on which hexes?) 2. Award control points: - R1 (North): 1 point per hex (max 2) - R2 (East/West): 1 point per hex (max 2) - R3 (Central Cathedral): 2 points if ANY hex occupied - R4 (South): 1 point per hex (max 2) - R5 (Far South): 1 point per hex (max 2) 3. Check victory: Does anyone have 6+ points?

Example Control Check: - Church occupies: R1 (1 hex), R2 (2 hexes), R3 (1 hex in 4-hex zone) - R1: 1 point - R2: 2 points - R3: 2 points (full Cathedral bonus) - **Total: 5 points** - Dwarves occupy: R4 (2 hexes), R5 (1 hex) - R4: 2 points - R5: 1 point - **Total: 3 points** - **Church ahead 5-3, but needs 6+ to win (continue playing)**

COMBAT RESOLUTION (WITH DICE)

Attack Steps

1. **Declare attack:** Play attack card, spend SP, declare target component
2. **Calculate To-Hit Number:** - Base: **5+** (roll 2d6 Attack Dice) - + Range (Short 0-3 hexes +0, Medium 4-6 +1, Long 7-10 +2) - + Attacker movement this turn (0 hexes +0, 1-3 +1, 4-6 +2, 7+ +3) - + Defender movement last turn (0 hexes +0, 1-3 +1, 4-6 +2, 7+ +3) - + Hex-side facing (Front +0, Weapon +0, Flank -1, Rear -2, Shield +1) - + Cover (Light +1, Heavy +2, Pillar +2) - + Elevation (Higher -1, Lower +1)
3. **Check LOS:** Can you see target? (Pillars block LOS entirely)
4. **Roll 2 Attack Dice**, add values: - **5-6** = Hit (standard damage) - **7-8** = Strong Hit (+1 damage) - **9** = Critical Hit (+2 damage, bypass 1 Defense) - **10** (double) =

EXECUTION (auto-destroy component) - <5 = Miss (attack wasted) - 2 (double ☠) = Catastrophic Failure (weapon jams)

5. **If hit**, defender plays reactive card (optional, 0 SP)

6. **Defender rolls Defense Dice** (1d6 per damage): - Count blocks: SHIELD, ☠ ABSORB (each blocks 1 damage) - Apply special effects: CRITICAL (+1 Component Damage), HEAT (+1 Heat), ✕ PIERCE (no reactivities)

7. **Defender discards** final damage (original - blocks) from hand/deck

Component Damage

When you take damage: 1. Count Primary Weapon cards discarded = +1 Component Damage each 2. Count CRITICAL symbols on Defense Dice = +1 Component Damage each 3. Track Component Damage by location (Arms, Legs, Head, Chassis) 4. When 3 **Component Damage** to same location = **Component Destroyed**

Cathedral Combat Example (With Dice)

Church Scout attacks Dwarven Fortress on Central Cathedral (Elevation 2):

To-Hit Calculation: - Base: 5+ - Range: Melee (Short) = +0 - Church moved 3 hexes this turn (climbing Cathedral) = +1 (need 6+) - Dwarf moved 0 hexes (holding Cathedral) = +0 - Attacking front arc (hex 1) = +0 - R3 terrain (holy ground): +2 Defense to Dwarf (no to-hit modifier) - Dwarf on Elevation 2 (same level) = +0 - **Final To-Hit:** Need **6+**

Attack Roll: ✕✕ (4) + (5) = **9 total** → **CRITICAL HIT** (+2 damage, bypass 1 Defense)

Damage Calculation: - Spear Thrust: 4 base damage - Critical Hit: +2 damage - Elevation 2 advantage: +2 damage (attacking FROM E2) - Front arc: +0 damage - **Total: 8 damage**

Defense Roll (Dwarf rolls 8 Defense Dice): - Result: ☠ ✕ - **3 blocks** (☠) = Reduce to 5 damage - **1 Critical** () = +1 Component Damage - **1 Heat** () = +1 Heat to Dwarf - Reduced damage: 5

Apply Modifiers: - Rune Counters (3): -3 damage - Reinforced Plating (Heavy Plating passive): -1 Defense - R3 holy ground: -2 Defense - Critical Hit bypasses 1 Defense = ignore 1 of the -6 total = -5 instead - **Final: 5 - 5 = 0 damage** (all blocked!)

Result: Dwarf tanks the entire hit thanks to Rune Counters + Reinforced Plating + Cathedral terrain. Church must deal with fortress defense!

VICTORY CONDITIONS

Primary Victory: Majority Control (6+ Points)

At the end of any Round, if you control 6+ out of 10 total points, you win immediately.

Point Distribution: - North Shrines (R1): 2 points max - East/West Shrines (R2): 2 points max - Central Cathedral (R3): 2 points max - South Shrines (R4): 2 points max - Far South Shrines (R5): 2 points max - **Total: 10 points**

Majority: 6+ points = 60%+ control

Secondary Victory: Deathmatch (0 HP)

If opponent's deck is empty AND they cannot reshuffle (discard pile also empty), they are defeated.

Tertiary Victory: Cathedral Dominance (3 Consecutive Rounds)

If you control Central Cathedral (R3) for **3 consecutive Rounds**, you win via sacred dominance.

Example: - Round 1: Church controls R3 (1/3) - Round 2: Church controls R3 (2/3) - Round 3: Church controls R3 (3/3) → **VICTORY**

SCENARIO OBJECTIVES (Optional Bonus Points)

These are OPTIONAL goals for competitive play. Track separately from Reliquary points.

Church Objectives

- [] **Holy Crusade:** Control 3+ Reliquaries simultaneously (3 bonus points)
- [] **Martyr's Advance:** Use Blood Offering while standing on R3 (Central Cathedral) (2 bonus points)
- [] **Sacred Purge:** Destroy opponent's Right Arm component (5 bonus points)

Dwarven Objectives

- [] **Fortress Eternal:** Control R3 (Central Cathedral) for 2 consecutive Rounds (3 bonus points)
- [] **Runic Supremacy:** Have 3 Rune Counters active while on R3 (2 bonus points)
- [] **Ironclad Defense:** Survive 10+ Rounds without reshuffling (5 bonus points)

SPECIAL RULES FOR THIS SCENARIO

1. Objective Denial

You can **contest** a Reliquary by standing on it, denying opponent control: - If Church is on R1 (1 hex) and Dwarves are on R1 (other hex), NEITHER player gets points - If Church is on R3 (1 hex) and Dwarves are on R3 (another hex), NEITHER player gets 2-point bonus - **Strategic implication:** Blocking opponent from scoring is as valuable as scoring yourself

2. Central Cathedral High Ground

R3 (Central Cathedral) is on Elevation 2: - Costs 3 SP to climb from ground level (expensive) - Grants +2 damage to all attacks FROM this position - Ignore cover when attacking from R3 - Worth 2 points (highest value single objective)

3. Pillar Cover

Pillars (P) provide **total cover**: - Cannot attack through Pillars - Must move around to get LOS - +2 Defense when standing on Pillar hex - Creates chokepoints and tactical positioning

4. Forest LOS Blocking

Forest blocks LOS if **2+ forest hexes in a row**: - Example: Attacker → [F] → [F] → Target = BLOCKED - Example: Attacker → [F] → Target = NOT BLOCKED (only 1 forest) - Use forest to hide from ranged attacks

5. Water Heat Management

Water hexes remove **2 Heat** (instead of standard 1): - Encourages aggressive Heat buildup - Risk/reward: spend 2 SP to enter Water, remove 2 Heat - Dwarves (high Heat generation) benefit more

EXPECTED GAME FLOW

Rounds 1-2: Rush Objectives (20 minutes)

- Church rushes North Shrines (R1) + East/West Shrines (R2)
- Dwarves rush South Shrines (R4, R5)
- Both players avoid Central Cathedral (expensive to climb)
- First control points scored (3-4 points each)
- Minimal combat, mostly positioning

Rounds 3-5: Cathedral Contest (20 minutes)

- Both players push toward Central Cathedral (R3, worth 2 points)
- First climb costs 3 SP (significant investment)
- Combat begins on Elevation 2 platform

- High-ground advantage (+2 dmg) matters
- Control points swing (5-6 points for leader)

Rounds 6-8: Objective Denial (15 minutes)

- Losing player contests objectives instead of scoring
- Example: Church holds R1 + R2 + R3 (5 points), Dwarves move to R1 to deny 1 point
- Combat intensifies (must kill opponent to unblock objective)
- Heat builds, Strain checks occur
- First reshuffle likely (Damage cards appear)

Rounds 9-12: Endgame (15 minutes)

- One player reaches 6+ points OR
- One player's deck death spirals (multiple Damage cards) OR
- Central Cathedral controlled 3 consecutive Rounds
- Desperate all-in attacks to break objective control

Expected Winner: 55/45 Church favor (higher mobility, faster objective grabbing)

LEARNING OBJECTIVES

This scenario teaches: 1. **Objective control tactics:** When to contest vs when to score 2. **Map control:** Controlling space > killing opponent 3. **Mobility vs durability:** Church's speed vs Dwarven tankiness 4. **High-ground advantage:** Elevation 2 (+2 dmg) is powerful 5. **Chokepoint usage:** Pillars create tactical bottlenecks 6. **Resource allocation:** Spend SP on movement or combat? 7. **Long-term planning:** 3-Round Cathedral victory requires sustained control

After playing this scenario 2-3 times, players should understand: - How to balance offense (combat) with objectives (map control) - When to turtle (hold objectives) vs when to attack (break control) - How to use terrain for advantage (Pillars, Forest, Water)

POST-GAME DEBRIEF

Strategic Questions

1. Did you prioritize objectives or combat? Which was more effective?
2. Which Reliquaries were most valuable? (Central Cathedral vs outer shrines?)
3. Did you use Pillar cover effectively?
4. Did you contest opponent's objectives or focus on your own?
5. How many Rounds did the game last? (Target: 10-12 Rounds)

Tactical Questions

1. Did Central Cathedral (R3, Elevation 2) feel worth the 3 SP climb cost?
2. Did high-ground advantage (+2 dmg from E2) impact combat significantly?
3. Did Forest LOS blocking create interesting positioning choices?
4. Did Water Heat removal (2 Heat) encourage Heat-heavy plays?

Balance Observations

- Did Church's mobility (Desperate Lunge, Overextend) dominate objective grabbing?
- Did Dwarven durability (32 HP, Repair Servitors) matter in long games?
- Did 6-point victory threshold feel too easy/hard to achieve?
- Did 3-Round Cathedral dominance victory occur? (Or was it ignored?)

MAP STRATEGY GUIDE

For Church (Mobile Striker)

Opening Strategy (Rounds 1-3): 1. Deploy in row 3-4 (central deployment) 2. Turn 1: Rush North Shrines (R1) using Desperate Lunge 3. Turn 2: Grab East or West Shrine (R2) 4. Turn 3: Score 3-4 points, ahead of Dwarves

Mid-Game Strategy (Rounds 4-6): 1. Push toward Central Cathedral (R3) 2. Use Buckler Shield (Deflect) to mitigate damage while climbing 3. Attack from Elevation 2 (+2 dmg advantage) 4. Control R1 + R2 + R3 = 5 points (close to 6-point victory)

End-Game Strategy (Rounds 7+): 1. If ahead: Contest Dwarven objectives (R4, R5) to deny points 2. If behind: All-in attack on Central Cathedral to break control 3. Use Blood Offering for burst damage to clear Cathedral

Key Hexes: R1 (North Shrines), R3 (Central Cathedral), Pillars (cover)

For Dwarves (Fortress Holder)

Opening Strategy (Rounds 1-3): 1. Deploy in row 10-11 (southern deployment) 2. Turn 1: Rush South Shrines (R4) using Advance 3. Turn 2: Grab Far South Shrines (R5) 4. Turn 3: Score 3-4 points, match Church

Mid-Game Strategy (Rounds 4-6): 1. Climb Central Cathedral (R3) early 2. Play Rune of Protection to stack counters (reduce damage by 3) 3. Use Emergency Repair to recover HP from attrition 4. Hold Cathedral + South Shrines = 4 points (need 2 more for victory)

End-Game Strategy (Rounds 7+): 1. If ahead: Turtle on objectives with Shield Wall + Rune Counters 2. If behind: Use armor-piercing (Crushing Blow) to clear Church from objectives 3. Use Jury-Rig to prevent Damage cards on reshuffle (outlast Church)

Key Hexes: R3 (Central Cathedral), R4 (South Shrines), Water (Heat management)

VARIANT RULES (OPTIONAL)

Variant 1: Timed Rounds (Tournament Play)

- Each Round has a 5-minute timer
- If time expires, both players pass turn immediately
- Control check happens at end of time
- Speeds up gameplay (60-minute hard cap)

Variant 2: Reliquary Activation

- Standing on a Reliquary for **full turn** (Refresh → End) grants bonus:
- R1 (North): Draw 1 card
- R2 (East/West): Remove 2 Heat
- R3 (Central): Gain 1 Rune Counter (any faction)
- R4 (South): Recover 1 card from discard
- R5 (Far South): +1 SP next turn
- Encourages holding objectives instead of contesting

Variant 3: Sudden Death Overtime

- If game reaches Round 12 without 6-point victory:
- Central Cathedral (R3) becomes worth 4 points instead of 2
- First player to control R3 wins immediately
- Forces climactic Cathedral battle

Variant 4: Fog of War

- Deploy tokens face-down at start
- Don't reveal which Casket until first attack
- Allows bluffing and misdirection
- Advanced competitive play

QUICK REFERENCE

Reliquary Points

Reliquary	Hexes	Points	Special
R1 (North)	2	1 each	Near Church deployment
R2 (East/West)	4	1 each	Spread across map
R3 (Central)	4	2 total	Elevation 2, +2 Defense
R4 (South)	2	1 each	Near Dwarf deployment
R5 (Far South)	2	1 each	Far from action

Total: 10 points available, need 6+ to win

Terrain Movement Costs

- Clear Ground: 1 SP per hex
- Forest: 1 SP per hex
- Pillar: 1 SP per hex
- Water: 2 SP per hex (difficult terrain)
- Elevation 2: 3 SP to climb, 2 SP to move within
- Deep Water (edges): Impassable

Terrain Defense Bonuses

- Clear Ground: +0 Defense
- Forest: +1 Defense
- Pillar: +2 Defense
- Reliquary (R1/R2/R4/R5): +1 Defense
- Reliquary (R3 Central): +2 Defense

- Water: +0 Defense (but removes 2 Heat)

Victory Conditions

Condition	Requirement	Notes
Majority Control	6+ points at end of Round	Most common victory
Deathmatch	Reduce opponent to 0 HP	Standard combat win
Cathedral Dominance	Control R3 for 3 consecutive Rounds	Rare but thematic

SETUP CHECKLIST

Before starting: - [] Print Quick Reference Sheet - [] Print or draw 14×12 hex map with Reliquaries marked - [] Prepare Church deck (28 cards shuffled) - [] Prepare Dwarven deck (35 cards shuffled) - [] **Prepare DICE:** - **2 Attack Dice** (custom d6 with ✕ ⚙ symbols, or regular 2d6) - **10+ Defense Dice** (custom d6 with ⚙ ✕ symbols, or regular d6) - **2d6 for Initiative** (regular dice) - [] Prepare tokens for: - Heat tracking (0-10+) - SP tracking (current SP) - Rune Counters (Dwarves) - Component Damage markers - Facing indicator - **Control point markers** (track cumulative points) - [] Prepare paper for tracking: - Current HP (cards remaining in deck) - Control points per Round (Church vs Dwarves) - Consecutive Cathedral control (for 3-Round victory)

NOTE: If you don't have custom dice, use regular d6: - **Attack Dice:** Face 1= (1), 2= (2), 3=✕(3), 4=✕✕(4), 5= (5), 6=⚙(0) - **Defense Dice:** Face 1= , 2=⚙, 3= , 4= , 5=✕, 6=

DESIGN NOTES

Why This Scenario Exists

Scenario #1 (Proving Grounds) is a pure deathmatch. It teaches combat mechanics but doesn't test: - Map control - Objective prioritization - Long-term strategy (10+ Rounds)

Scenario #2 (Reliquary Ruins) forces players to: - Balance offense (combat) with objectives (map control) - Make tough choices (attack or grab objective?) - Plan 3+ Rounds ahead (Cathedral dominance victory)

Church vs Dwarves Balance

Church advantages in this scenario: - Higher mobility (Desperate Lunge, Overextend) = faster objective grabbing - Buckler Shield provides defense without sacrificing speed - Righteous Fury (+1 dmg per component destroyed) scales in long games

Dwarven advantages in this scenario: - 32 HP + Repair Servitors = extreme durability (can outlast Church) - Jury-Rig prevents Damage cards (death spiral resistance) - Unbreakable Spirit (1 resurrection) = 2 lives essentially - Armor-piercing (Crushing Blow) breaks Church's Buckler Shield

Expected win rate: 55/45 Church favor (mobility > durability for objectives)

Central Cathedral (R3) Design

R3 is intentionally powerful but expensive: - Worth 2 points (20% of total needed) - Costs 3 SP to climb (60% of Church's SP, Dwarves entire SP pool) - On Elevation 2 (+2 dmg advantage) - +2 Defense (holy ground)

Risk/reward: Spend 60% SP to climb, but gain 2 points + high-ground advantage

3-Round dominance victory: Rewards sustained control over burst grabbing

STATUS: PLAYTEST READY **NEXT STEP:** Print map, prepare decks, play scenario
ESTIMATED TIME: 60-75 minutes (longer than Scenario #1 due to objective control)
DIFFICULTY: Intermediate (requires tactical map awareness)