

CONQUEST

THE LAST ARGUMENT OF KINGS

SCENARIOS

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army List. To help ensure you are playing a fair and balanced game, these Army Lists are chosen to equal points values.

POINT VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances. Your Army's points value is equal to the total points values of every Stand in your Army, plus those of any upgrades you've purchased for those Stands. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: Character Stands and Regiments, all of which are selected from a single Faction's Army List. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character Stand to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character Stand in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include at least one Regiment of the same type – i.e Infantry, Cavalry or Brute – as your Character Stand to ensure that they have a Regiment to join at the start of the battle. Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the Character Stand it is chosen for, count as a Mainstay or a Restricted choice.

Each Character Stand's Warband has a Regiment allowance of 4 Regiments. A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list.

As a further restriction, you must include one Mainstay choice for each Restricted choice in your Warband. Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one Character type, and a Restricted choice for another – check the Character's Army List entry to be sure.

OPTIONAL UPGRADES

Many Character Stands and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the Character Stand or Regiment for which the upgrade was purchased.

ORGANIZED PLAY ADDITIONAL LIST BUILDING RULES

Players must build their Army based on the rules found in the Conquest: TLAOK Rulebook and each faction's respective Army lists with the following changes and additions:

- Army Lists cannot contain the same Character Stand Entry more than 2 times.
- Character Stands that have an option to be on foot, Mounted or belong to a different Order are still considered to be the same Entry.
- Army Lists cannot contain the same Regiment Entry more than 8 times.

SET UP THE BATTLEFIELD

We recommend that you play The Last Argument of Kings in a 6' by 4' Battlefield. However, if you decide to use larger forces and would like to play a much bigger battle, you can agree with your opponent on a different battlefield size.

Each Scenario diagram has the 72" by 48" Battlefield divided up in a grid made of smaller 12"x12" squares. When determining where an Objective Marker or Zone is placed simply add up the sides of each square to find the exact coordinates.

Points of interest can only be found centered in one of the 12"x12" squares, at the center of one of the 12"x12" square's sides or on a square's corner. When placing Objective zones measure from the center point of each Zone.

Terrain is an important part of Conquest: TLAOK, as your forces interact with their environment either by taking cover in dense forests or garrisoning vantage points. Each's Terrain pieces should be pre-arranged by the T.O. and the layout will not change throughout the course of the Event.

In the case where terrain placement conflicts with any rules, e.g. a Terrain piece being placed on an Objective

Zone Marker, then the players call the T.O. or a judge and they re-adjust the Terrain placement.

Terrain follows all normal rules found in Chapter 10 of the Conquest TLAOK rulebook with the following changes and additions:

- **No piece of Garrison or Impassable Terrain** is placed on top of an Objective Zone.
- No piece of Terrain is within 9" of another Terrain piece.
- No piece of Terrain should have a footprint larger than 9"x6".
- Smaller Terrain pieces can be grouped together to form a single Terrain piece. This combination of Terrain pieces should not create a footprint larger than 9"x6". *E.g. A ruined hamlet can be combined with a few pieces of broken wall to create a larger ruined structure.*
- Can only include up to 2 pieces of Garrison Terrain on each Battlefield.
- Must include at least 2 pieces of Terrain with the "Obscuring" Special Rule.
- Must include at least 2 pieces of Terrain with the "Obstructing" Special Rule (See below).
- When the T.O. sets up Terrain pieces it is important to keep both sides of the table fairly symmetrical to ensure a fair game.
- The Battlefield should contain about 6 pieces of Terrain but no more than 9.

TLAOK ADDITIONAL TERRAIN RULES

ZONAL TERRAIN RULE: OBSTRUCTING

- Zonal Terrain with this Special Rule does not allow Line of Sight to be drawn through it. Stands that are on a piece of Obstructing Zonal Terrain can draw Line of Sight to Enemy Regiments and vice versa.



SUGGESTED TERRAIN KEYWORDS AND SIZE

The following are **our recommendations** to help Players quickly set up tables for events with terrain pieces that are commonly available. Feel free to experiment choosing different keywords and setups!

Forest

(Recommend 2 - 4 pieces)

Elevation (3), Hindering, Obscuring, Traversable.
*(Approximately the footprint of Stands in a 3x2 formation
- can be an irregular shape)*

Buildings/Rocks Formations

(Recommend 2 pieces in any combination)

Impassable, Obstructing.
*(Approximately the footprint of Stands in a 2x2 or a
3x2 formation)*

We suggest 1-4 of the following in any combination

Water

Hindering, Traversable, Water.

*(Approximately the footprint of Stands in a 2x2 or 3x2
formation)*

Fog

Elevation (2), Obscuring, Traversable, Water.

(Approximately the footprint of Stands in a 2x2 formation)

Hill

Elevation 2, Obstructing.

*(Approximately the footprint of Stands in a 2x2 or a
3x2 formation)*

Field

Broken Ground, Obscuring, Traversable.

(Approximately the footprint of Stands in a 2x2 formation)

Swamp/Debris

Dangerous Terrain, Hindering, Traversable.

(Approximately the footprint of Stands in a 2x2 formation)

Frozen Pond

Dangerous Terrain, Hindering, Traversable, Water

(Approximately the footprint of Stands in a 2x2 formation)

Garrison Terrain

Capacity between 4 - 6, Elevation (3), Defense (1), Garrison, Obstructing

*(Approximately the footprint of Stands in a 3x2 formation
- closer to 2x2 if you're representing a small tower with
less capacity.)*

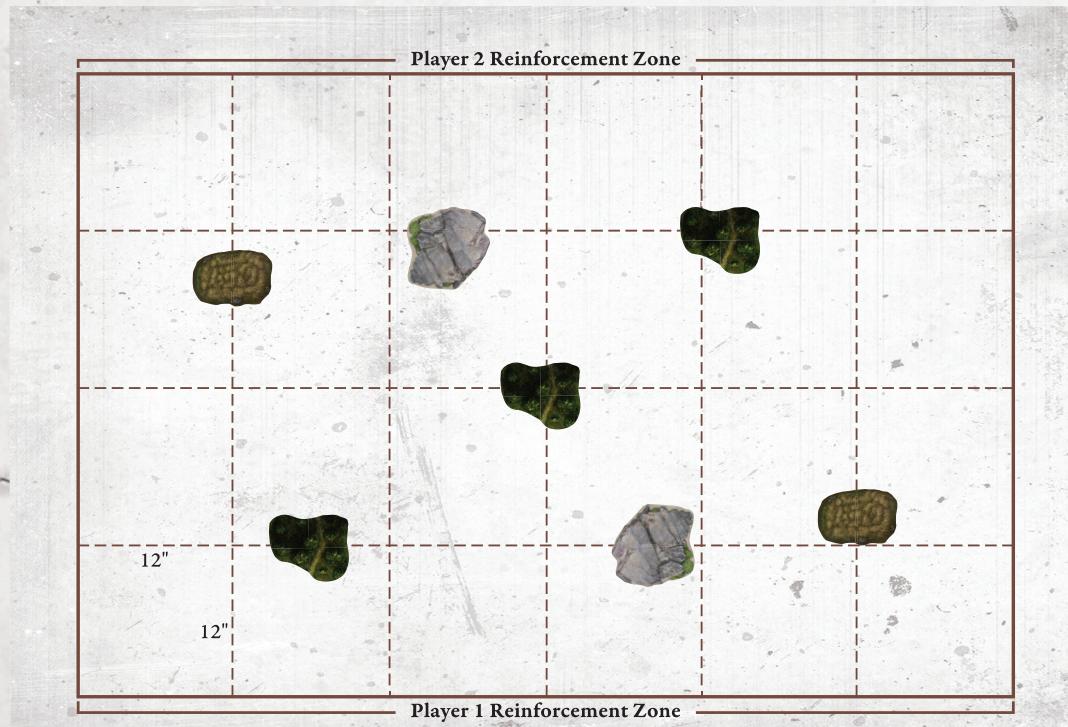


SAMPLE TERRAIN SETUPS

The following are **our recommendations** for battlefield setups based on the suggested terrain keywords. As Scenarios vary and so does placement of Objective Zones and Markers - should you encounter a Scenario where placing terrain in these recommended ways is illegal, then move the offending terrain piece the minimum distance required to no longer be in an illegal position making sure to maintain proper distance from other terrain pieces. Should this not be possible then Players are required to call the Judge for that event who will adjust the piece of terrain. A Judge's adjustment is considered final. Terrain is re-arranged back to its original position before the next Round starts.

SAMPLE LAYOUT #1

- 3 Forests
- 2 Fields
- 2 Rock Formations

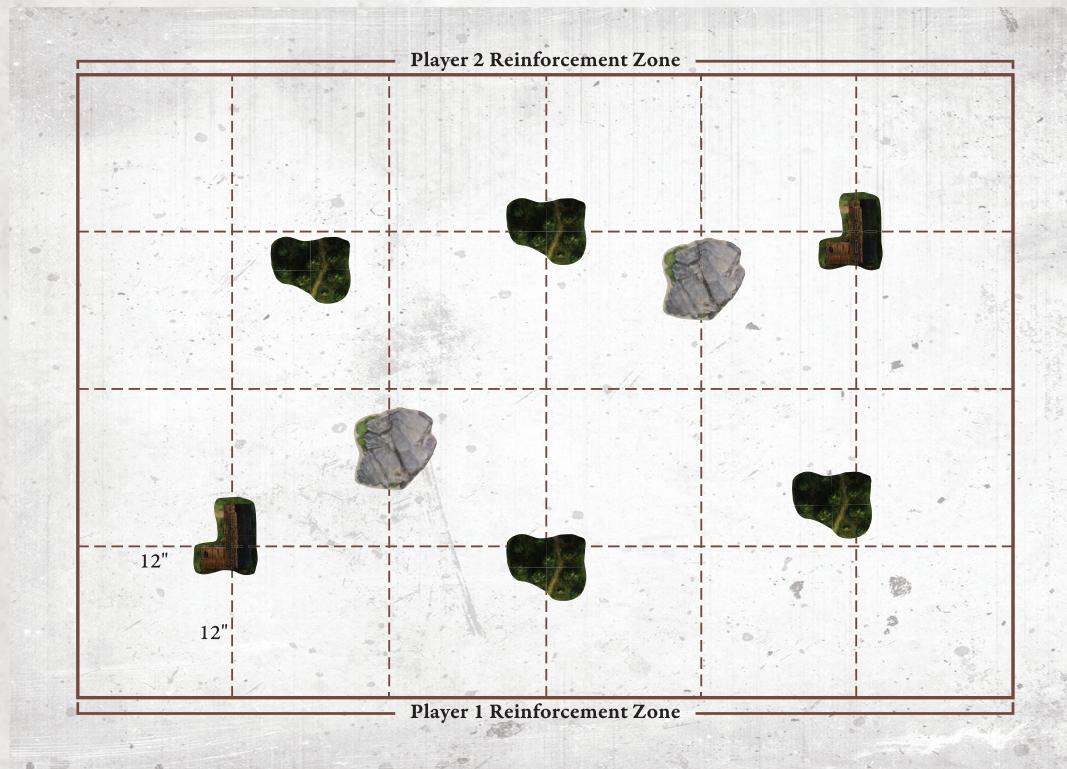


SAMPLE LAYOUT #2

4 Forests

2 Buildings (Garrisonable Optional)

2 Rock Formations



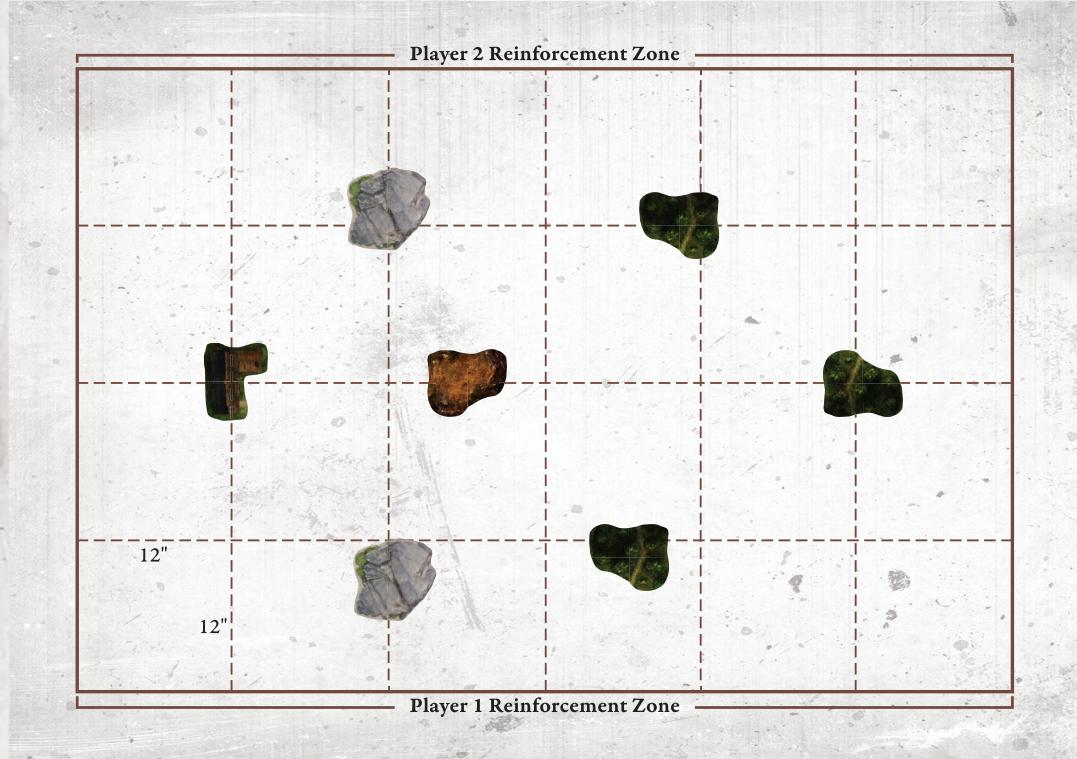
SAMPLE LAYOUT #3

3 Forests

1 Building (Garrisonable Optional)

2 Rock Formations

1 Hill



ASSIGN CHARACTER STANDS

Each Character Stand in your Army must join a Regiment before the first Reinforcement Phase begins. The best way to do this is to set up your entire Army beside the Battlefield, with your Character Stands already in the Regiments in their Warbands that they'll be fighting from at the start of the battle.

REINFORCEMENTS

Regiments are not deployed at the start of the Battle. They are held to one side, and arrive later in the Battle, as described in the core rules. Note that if a Regiment is held back as Reinforcements, so is the Character Stand that has been attached to it. The Character Stand cannot move to another Regiment until its initial Regiment has entered the Battlefield, using the Seek New Escort Action. The Character Stand's Class has no effect on when the Regiment the Character Stand has joined will come onto the battlefield from Reinforcements.

A HEROIC END!

There are rare occasions where one of the two Player's have their force completely destroyed during a Battle. When a Player has no more Regiments under their command either on the Battlefield or expected to arrive from Reinforcements their army is considered to have met a Heroic End!

Meeting a Heroic End does not automatically trigger a loss. Instead, the Player that still has Regiments available to them will continue playing each remaining Round performing their Activations and gaining Victory Points as they would normally do. At the end of the game Players compare VPs and the Player with the most wins the Battle as normal.

FIGHT THE BATTLE

Every Conquest TLAOK battle plays for a set number of Rounds, or until a specific Victory Point (VP) threshold has been reached. Each scenario will specify VP thresholds, Special Objectives and Reinforcement Zones.

OBJECTIVE MARKERS & ZONES

Many Scenarios will require a Player to seize territory – battlefield quarters, center of the Battlefield, Objective Zones, destroy Objective Markers and so on. When such is the case, Models gain the respective Player VPs.

OBJECTIVE ZONES

An Objective zone refers to a circular area on the battlefield usually 6" or 9" in diameter used to denote areas of interest. When a Stand overlaps an Objective Zone then that Stand is considered to be within range of an Objective Zone. Certain Scenarios refer to some Objective Zones as friendly to one player or the other. Friendly Zones cannot be Seized by the player they are friendly to.

Objective Zones can be Seized and interacted with from the beginning of Round 2.

SEIZING OBJECTIVE ZONES

Stands within a Regiment can Seize Objective Zones as per the following rules:

The Player with the most Stands, within range of an Objective Zone, claims that Objective.

- Light Stands count as 0 Stands for the purposes of Seizing Territory. They do count however towards the total number of Stands in range of an Objective Zone. If a rule would make a Light count as X additional Stands towards Seizing Objective Zones then these Stands will be able to count towards the number of Stands capable of Seizing.
- Medium and Heavy Stands count as 1 Stand for the purposes of Seizing Territory. Monster Stands count as 3 Stands for the purposes of Seizing Territory.

Should Stands lose their ability to Seize Objective Zones they still count towards the total number of Stands in range of an Objective Zone.

Finally, when a Stand is under the effects of an ability that allows it to "always Seize an Objective Zone" or "a Regiment counts as Seizing" an Objective Zone they are

in range of, then the Player in control of that Regiment counts as Seizing that Objective Zone regardless of other Stands present in range of it. Only **one** Player may be Seizing an Objective Zone at any given time.

OBJECTIVE MARKERS

Unlike Zones, Objective Markers refers to Models on the Battlefield, used to denote items of interest.

Objective Markers are Models based on Brute/Cavalry Stands, are Size 2 and are considered Enemy entities on the Battlefield depending on the Scenario. These Markers are only used in Scenarios that include them and placed according to each Scenario's diagram.

These Markers do not Activate, do not perform Actions, and do not count towards Seizing Objectives. Furthermore, they cannot be Healed, Restored or moved.

A Regiment can March within 1" of any Objective Marker as well as March Through it as long as the Regiment does not end up overlapping with it and ending up in an illegal position at the end of its Activation.

Certain Scenarios refer to some Objective Markers as friendly to one player or the other. Friendly Objective Markers cannot be destroyed or attacked by the player they are friendly to.

When a friendly Objective Marker is within an Objective Zone then that Zone is Contested and is not available for Seizing by Enemy Stands despite any Special Rules or abilities. However, a Player would still need to have more Stands than their opponent on an Objective Zone to Seize it as normal, even though Enemy Stands cannot Seize a Zone due to it being Contested.

E.g. An Objective Marker, friendly to Player 1, is within range of a 9" Objective Zone. Player 2 has more Stands within range of the Objective Zone than Player 1 but cannot Seize it due to it being "Contested". Player 1 however, will still need to bring more Stands within range of the Objective Zone than Player 2 if they wish to Seize it.

DESTROYING OBJECTIVE MARKERS

Objective Markers can be damaged or destroyed from the beginning of Round 2. To damage an Objective Marker Regiments need to attack it the same way they would attack an Enemy Regiment. In addition the following rules apply when interacting with Objective Markers:

- Regiments can select an Objective Marker as a Target for Charge and Clash Action
- Stands inflict Impact Hits on Objective Markers as normal
- Reforming or Withdrawing when only Engaging an Objective Marker does not cause Hits or Resolve tests.
- Regiments can only select an Objective Marker as the Target of a Volley Action if the Marker is within Effective Range.
- Objective Markers cannot be Targeted by any Special Rule/Draw Event/Action or Ability before the beginning of Round 2
- Objective Markers cannot be Targeted by Spells.
- Objective Markers are not affected by Hits or Special Rules that test a Target's Resolve Characteristic.
- Objective Markers have 3 Wounds and a Defense value of 3.
- Objective Markers cannot suffer more than 1 Wound per Volley Action/Spell/Draw Event/Special rule or other ability.
- Objective Markers cannot suffer more than 1 Wound per Clash/Charge Actions from Light and Medium Regiments.
- Objective Markers cannot suffer more than 2 Wounds per Clash/Charge Actions from Heavy Regiments.
- Objective Markers do not have a Resolve Characteristic and are always considered as if they have passed any Morale or Resolve Test.
- The Objective Markers' Defense Rolls are rolled by the non-Active player.
- Once an Objective Marker loses all its Wounds it is removed from play.

Furthermore, damage dealt to an Objective Marker by each Player is tracked separately. This means that an Objective Marker is destroyed only when the amount of Wounds caused by the same Player is enough to destroy the Objective Marker.

E.g. Player 1 has caused 1 Wound to an Objective Marker, whilst Player 2 has caused 2 Wounds to the same Objective Marker. The Marker is not yet destroyed as no single player has dealt 3 Wounds. During subsequent Activations Player 1 has managed to inflict 2 more Wounds on the Objective Marker causing its destruction.

REGIMENTS IN REINFORCEMENTS

Regiments are not deployed at the start of the game. They're held to one side, and arrive later in the battle, as described in the core rules.

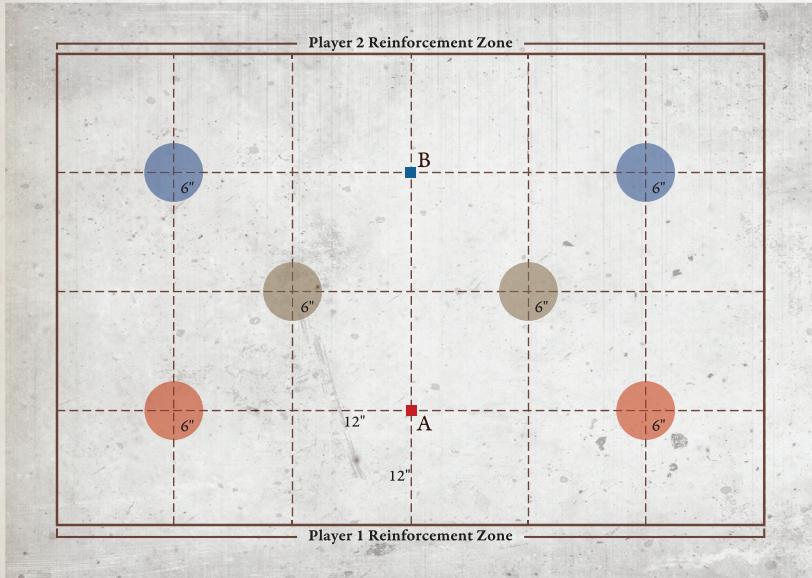
SECONDARY OBJECTIVES

The scenarios contained in this TLAOK Scenario pack are balanced without Secondary Objectives in mind. Players should feel free to include them should they want to add an additional layer of Objective scoring into the game.



SCENARIO ONE

DIVIDE AND CONQUER



SETTING UP THE BATTLEFIELD

Place six 6" Objective Zones and two Objective Markers as shown in the diagram. Objective Marker "A" and red Objective Zones are considered to be friendly to Player 1, whereas Objective Marker "B" and blue Objective Zones are considered to be friendly to Player 2.

- Players gain an additional 1 VPs if they are Seizing more Objective Zones than the Opponent.
- Players gain 2 VPs if they have slain the Enemy Warlord this Round. This may not be scored more than once per game.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

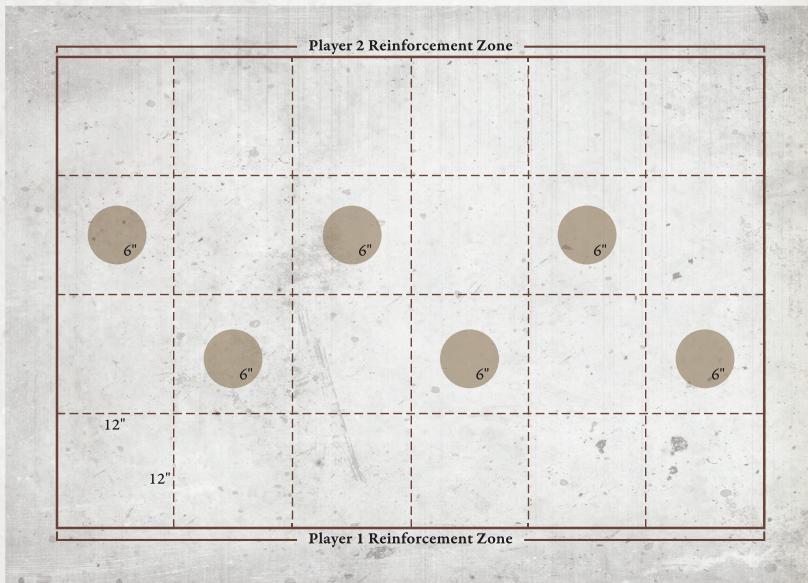
- Players gain 3 VPs for destroying an Enemy Objective Marker during the Round.
- Players gain 2 VPs for each Objective Zone they are Seizing.
- Players gain an additional 2 VPs if they are Seizing three or more Objective Zones.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VPs is declared the winner.

SCENARIO TWO

DECLINED FLANK



SETTING UP THE BATTLEFIELD

Place six 6" Objective Zones as shown in the diagram.

SCENARIO SPECIAL RULES

At the end of each Supremacy Phase, the First Player chooses one of the six Objective Zones. Then the Second Player does the same. The Second Player cannot choose the same Objective Zone as the First Player.

Until the end of the Round, Players do not gain Victory Points for Seizing those Objective Zones.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

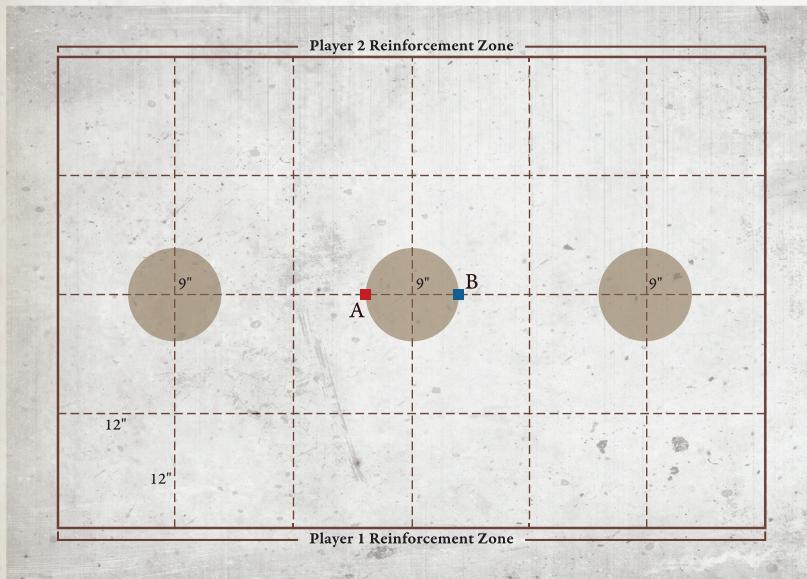
- Players gain 2 VPs for each Objective Zone they are Seizing.
- Players gain an additional 2 VPs if they are Seizing three Objective Zones.
- Players gain an additional 1 VP if they are Seizing all of the Objective Zones.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VPs is declared the winner.

SCENARIO THREE

BREAKOUT



SETTING UP THE BATTLEFIELD

Place three 9" Objective Zones and two Objective Markers as shown in the diagram. Objective Markers "A" are considered to be friendly to Player 1 whereas Objective Markers "B" are considered to be friendly to Player 2.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

- Players gain 3 VPs for destroying an Enemy Objective Marker during the Round.
- Players gain 2 VPs for each Objective Zone they are Seizing.
- Players gain 1 additional VP if they are Seizing two Objective Zones.

- Players gain 2 VPs if they have slain the Enemy Warlord this Round. This may not be scored more than once per game.

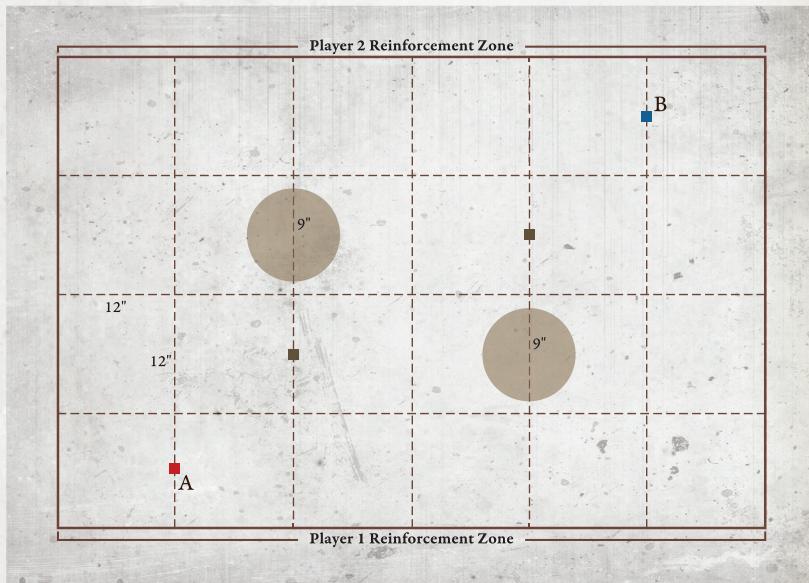
At the end of Rounds 1-4 or 9-10 Players gain 1 additional VPs for seizing the Objective Zones close to the sides of the battlefield. At the end of Rounds 5-8 Players gain 2 additional VPs for seizing the center Objective Zone.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VPs is declared the winner.

SCENARIO FOUR

ECHELON



SETTING UP THE BATTLEFIELD

Place two 9" Objective Zones and four Objective Markers as shown in the diagram. Objective Marker "A" is considered to be friendly to Player 1, whereas Objective Marker "B" is considered to be friendly to Player 2.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

- Players gain 3 VPs for every Objective Marker they have destroyed during the Round.
- Players gain an additional 2 VPs if they have destroyed two or more Objective Zone Markers during the same Round.

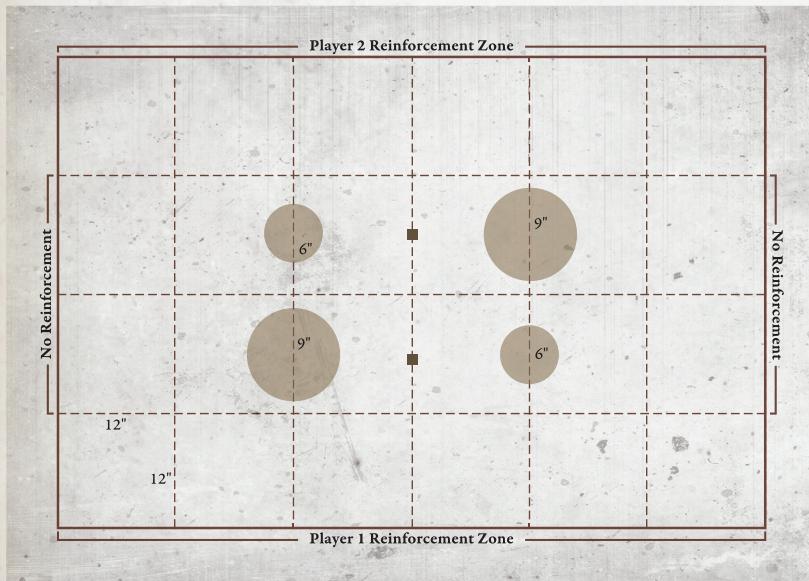
- Players gain 2 VPs for each Objective Zone they are Seizing.
- Players gain an additional 2 VPs if they are Seizing two Objective Zones.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VPs is declared the winner.

SCENARIO FIVE

FORLORN HOPE



SETTING UP THE BATTLEFIELD

Place two 9" Objective Zones, two 6" Objective Zones and two Objective Markers as shown in the diagram. No Regiment may come in from Reinforcement from the part of the table edges marked as "No Reinforcement".

- Players gain an additional 3 VPs if they are Seizing three or more Objective Zones.
- Players gain 2 VPs for every Enemy Character Stand that has been destroyed during the Round.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

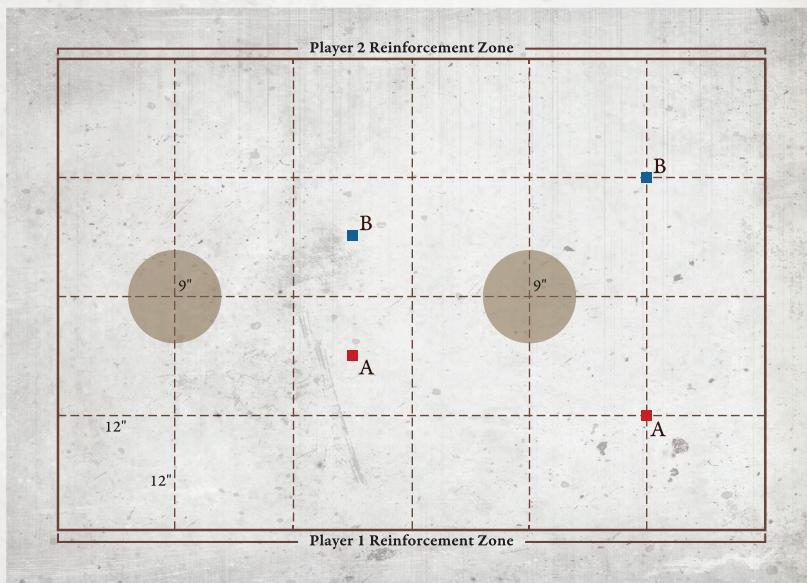
- Players gain 3 VPs for every Enemy Objective Marker they have destroyed during the Round.
- Players gain 2 VPs for each Objective Zone they are Seizing.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VPs is declared the winner.

SCENARIO SIX

OFF-BALANCE



SETTING UP THE BATTLEFIELD

Place two 9" Objective Zones and four Objective Markers as shown in the diagram. Objective Markers "A" are considered to be friendly to Player 1 whereas Objective Markers "B" are considered to be friendly to Player 2.

- Players gain an additional 1 VPs if they are Seizing two Objective Zones.
- Players gain 2 VPs if they have slain the Enemy Warlord this Round. This may not be scored more than once per game.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

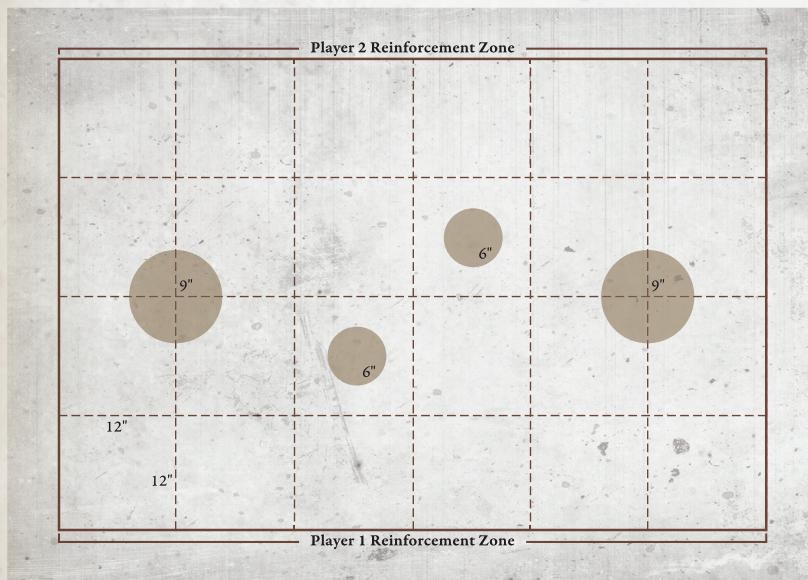
- Players gain 4 VPs for every Enemy Objective Marker they have destroyed during the Round.
- Players gain 2 VPs for each Objective Zone they are Seizing.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VPs is declared the winner.

SCENARIO SEVEN

MELEE



SETTING UP THE BATTLEFIELD

Place two 9" Objective Zones and two 6" Objective Zones.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

- Players gain 2 VPs for each 6" Objective Zone they are Seizing.
- Players gain 3 VPs for each 9" Objective Zone they are Seizing.
- Players gain an additional 2 VPs if they are Seizing two or more Objective Zones.
- Players gain 2 VPs if they have slain the Enemy Warlord this Round.

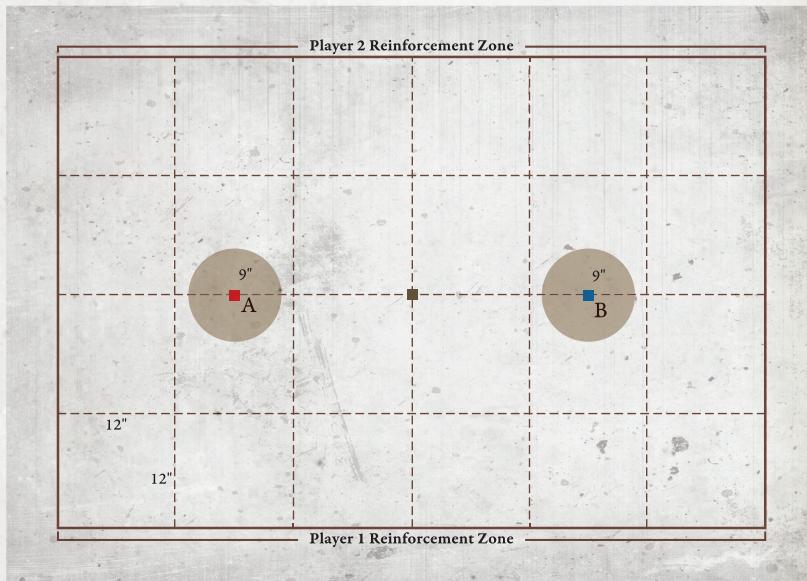
- Players gain 2 VPs for every Enemy Character Stand that has been destroyed during the Round.
- Players gain 2 VPs for every Enemy Regiment that has been destroyed during the Round.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VPs is declared the winner.

SCENARIO EIGHT

BULWARK



SETTING UP THE BATTLEFIELD

Place two 9" Objective Zones and three Objective Markers as shown in the diagram. Objective Marker "A" is considered to be friendly to Player 1, whereas Objective Marker "B" is considered to be friendly to Player 2.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

- Players gain 3 VPs for every Enemy Objective Marker they have destroyed during the Round.
- Players gain 3 VPs for destroying the center Objective Marker this Round.
- Players gain 2 VPs for each Objective Zone they are Seizing.

- Players gain an additional 1 VP if they are Seizing two or more Objective Zones.
- Players gain 2 VPs if they have slain the Enemy Warlord this Round. This may not be scored more than once per game.

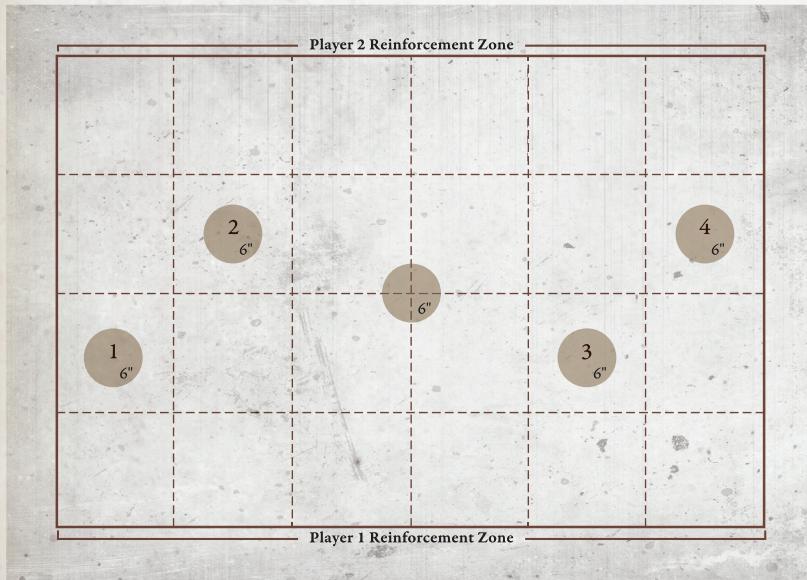
At the end of Rounds 3-5-7-9 Players gain 2 additional VPs for Seizing the left Objective Zone. At the end of Rounds 2-4-6-8 Players gain 2 additional VPs for Seizing the right Objective Zone.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VPs is declared the winner.

SCENARIO NINE

FORESIGHT



SETTING UP THE BATTLEFIELD

Place five 6" Objective Zones as shown in the diagram.

SCENARIO SPECIAL RULES

At the end of each Supremacy Phase, the First Player **secretly** chooses an Objective Zone, **other than the central one**. Then the Second Player does the same. It is possible that the Second Player has chosen the same Objective Zone as the First Player.

To ensure the selection remains secret players may write their selection onto a folded piece of paper or hide an amount of dice/Command Cards/ markers equal to the number of the Objective Zone they have selected.

At the start of the Victory Phase, both players reveal which Objective Zone they have chosen. Until the end of the Round, Players do not gain Victory Points for Seizing those Objective Zones. Should both Players have

chosen the same Objective Zone then that Objective Zone awards double the amount of Victory Points.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

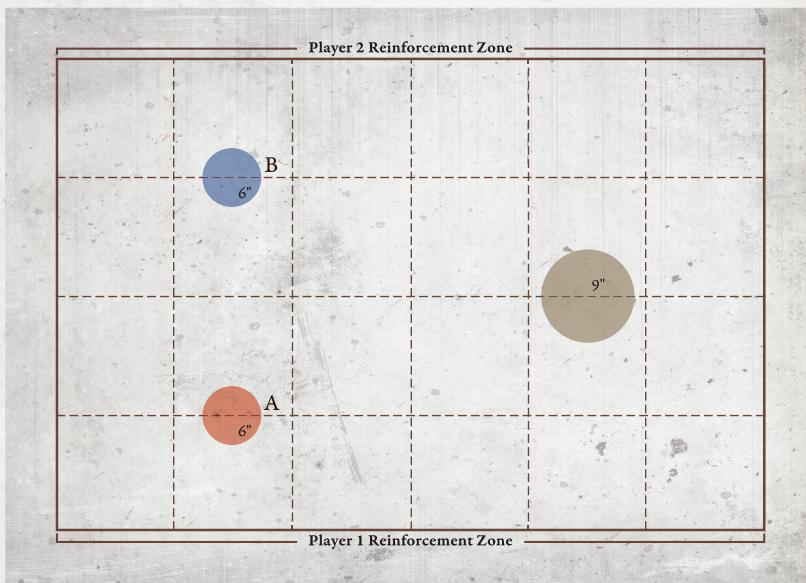
- Players gain 2 VPs for each Objective Zone they are Seizing.
- Players gain an additional 2 VPs if they are Seizing two Objective Zones, **not including the central one**.
- Players gain an additional 1 VP if they are Seizing the central Objective Zone.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VPs is declared the winner.

SCENARIO TEN

HEAD-TO-HEAD



SETTING UP THE BATTLEFIELD

Place one 9" Objective Zone and two 6" Objective Zones as shown in the diagram. Objective Zone "A" is considered to be friendly to Player 1, whereas Objective Zone "B" is considered to be friendly to Player 2.

- Players gain 2 VPs for every Enemy Character Stand that has been destroyed during the Round.
- Players gain 2 VPs for every Enemy Regiment that has been destroyed during the Round.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

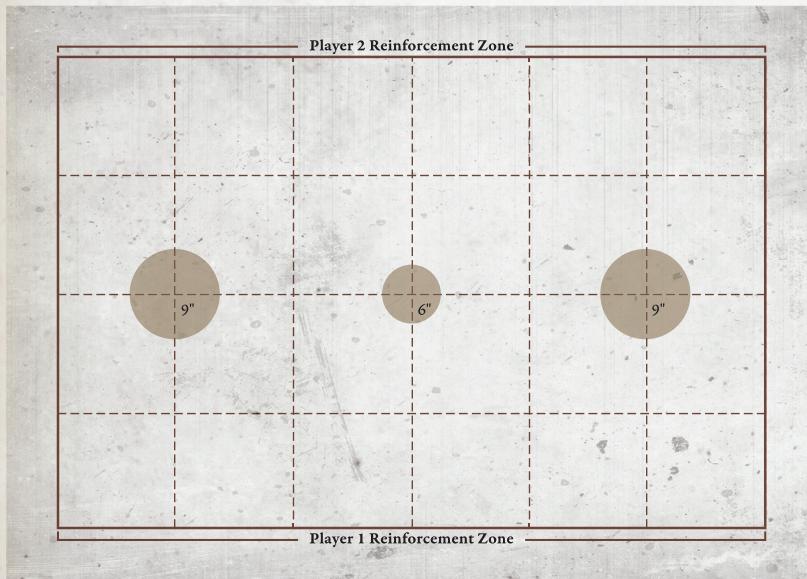
- Players gain 3 VPs for Seizing the 9" Objective Zone.
- Player 1 gains 4 VPs for Seizing Objective Zone labeled "B".
- Player 2 gains 4 VPs for Seizing Objective Zone labeled "A".
- Players gain 2 VPs if they have slain the Enemy Warlord this Round. This may not be scored more than once per game.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VP's is declared the winner.

SCENARIO ELEVEN

MAELSTORM



SETTING UP THE BATTLEFIELD

Place two 9" Objective Zone and one 6" Objective Zone as shown in the diagram.

VICTORY POINTS

In this Scenario Objective Zones can be Seized and points scored from Round 1. At the end of Rounds 1-4 or 9-10 Players gain VPs as follows:

- Players gain 2 VPs for securing the 6" Objective Zone.
- Players gain 1 VP for securing the 9" Objective Zone.

At the end of Rounds 5-8 Players gain VPs as follows:

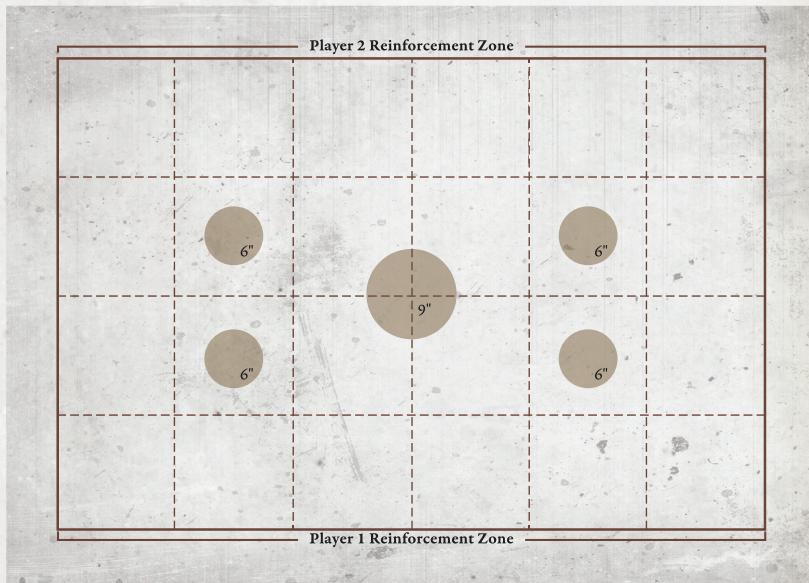
- Players gain 1 VPs for securing the 6" Objective Zone.
- Players gain 2 VP for securing the 9" Objective Zone.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VP's is declared the winner.

SCENARIO TWELVE

GRIND THEM DOWN



SETTING UP THE BATTLEFIELD

Place one 9" Objective Zone and four 6" Objective Zones as shown in the diagram.

SCENARIO SPECIAL RULES

At the end of each Supremacy Phase, the First Player chooses one of the 6" Objective Zones that has no Friendly Regiment in range of it. Then the Second Player does the same. It is possible that the Second Player has chosen the same Objective Zone as the First Player.

Players score an additional 3 VPs if they have Seized the Objective Zone they selected at the end of that Round's **Victory** Phase.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

- Players gain 1 VP for Seizing an Objective Zone.
- Players gain an additional 2 VPs if they are Seizing two or more Objective Zones.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VP's is declared the winner.