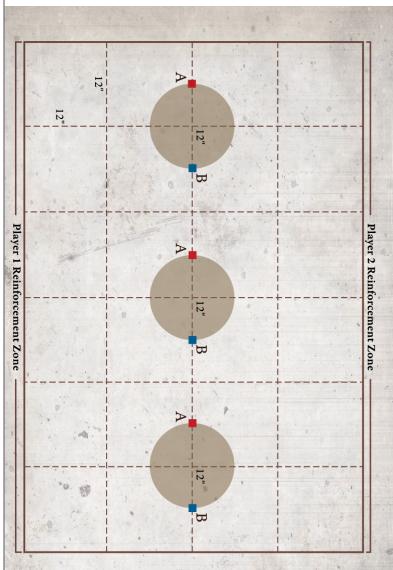


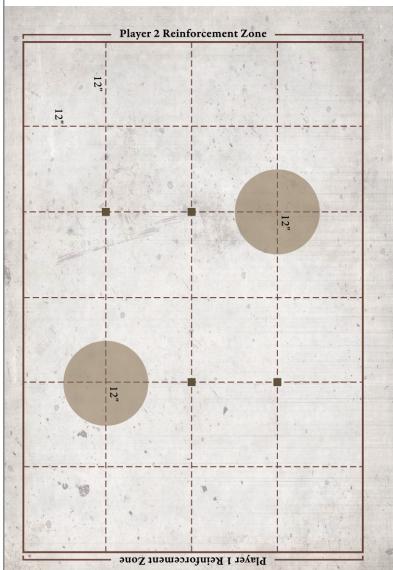
SCENARIO THREE

BREAKOUT



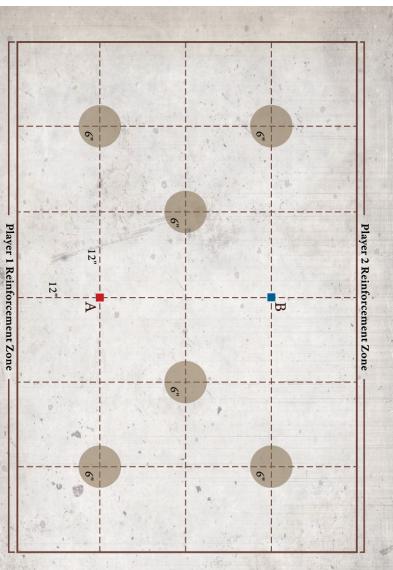
SCENARIO TWO

LAST STAND



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" 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 2 VPs for each Objective Zone they are Seizing.
- Players gain an additional 2 VPs if they are Seizing three or more Objective Zones.
- Players gain an additional 4 VPs if they are Seizing four or more Objective Zones.
- Players gain 2 VPs if they have slain the Enemy Warlord this Round.

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.

Setting up the Battlefield

Place two 12" Objective Zones and four Objective Markers as shown in the diagram.

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, that is closer to the enemy Player's table edge, during the Round.
- Players gain 2 VPs for every Objective Marker they have destroyed, that is closer to their own table edge, during the Round. These Objectives can only be allocated Wounds, by the player whose table edge is closer, from the 5th Round.
- Players gain 2 VPs for each Objective Zone they are Seizing.
- Players gain an additional 4 VPs if they are Seizing two Objective Zones.
- Players gain 2 VPs if they have slain the Enemy Warlord this Round.

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.

Setting up the Battlefield

Place three 12" Objective Zones and six 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

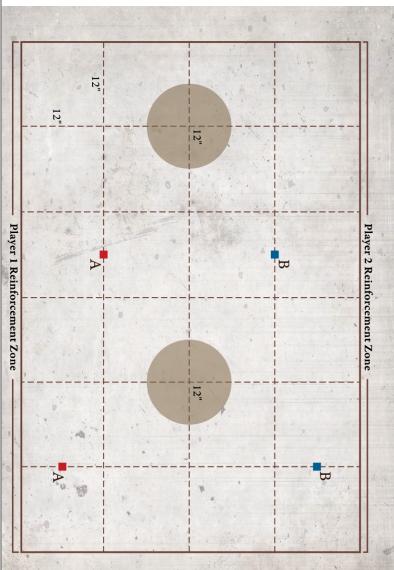
During the Victory Phase of each Round Players gain VPs as follows:

- Players gain 3 VPs for every Enemy Objective Marker they have destroyed during the Round.
- Players gain 3 VPs for each Objective Zone they are Seizing.
- Players gain an additional 2 VPs if they are Seizing two Objective Zones.
- Players gain 2 VPs if they have slain the Enemy Warlord this Round.

Game Length

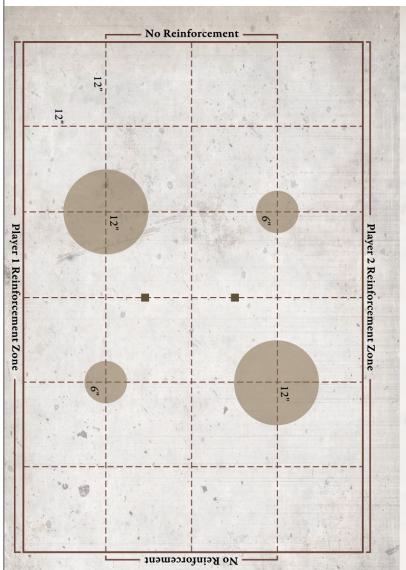
The game ends at the end of the 10th Round. The Player that has scored the most VP's is declared the winner.

SCENARIO SIX OFF-BALANCE

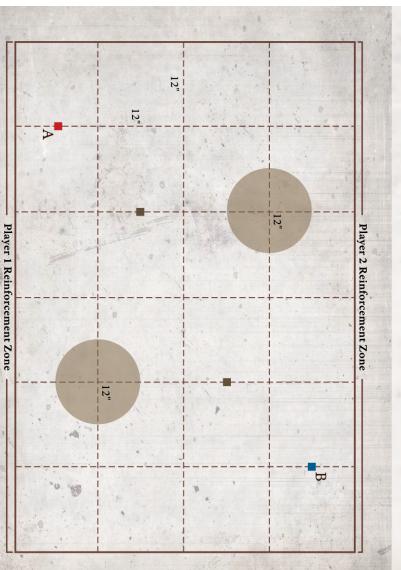


FORLORN HOPE

SCENARIO FIVE



SCENARIO FOUR ECHELON



Setting up the Battlefield

Place two 12" 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 3 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.

- Players gain 2 VPs if they have slain the Enemy Warlord this Round.

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.

Setting up the Battlefield

Place two 12" 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"

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.
- Players gain an additional 4 VPs if they are Seizing three 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 VP's is declared the winner.

Setting up the Battlefield

Place two 12" 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.

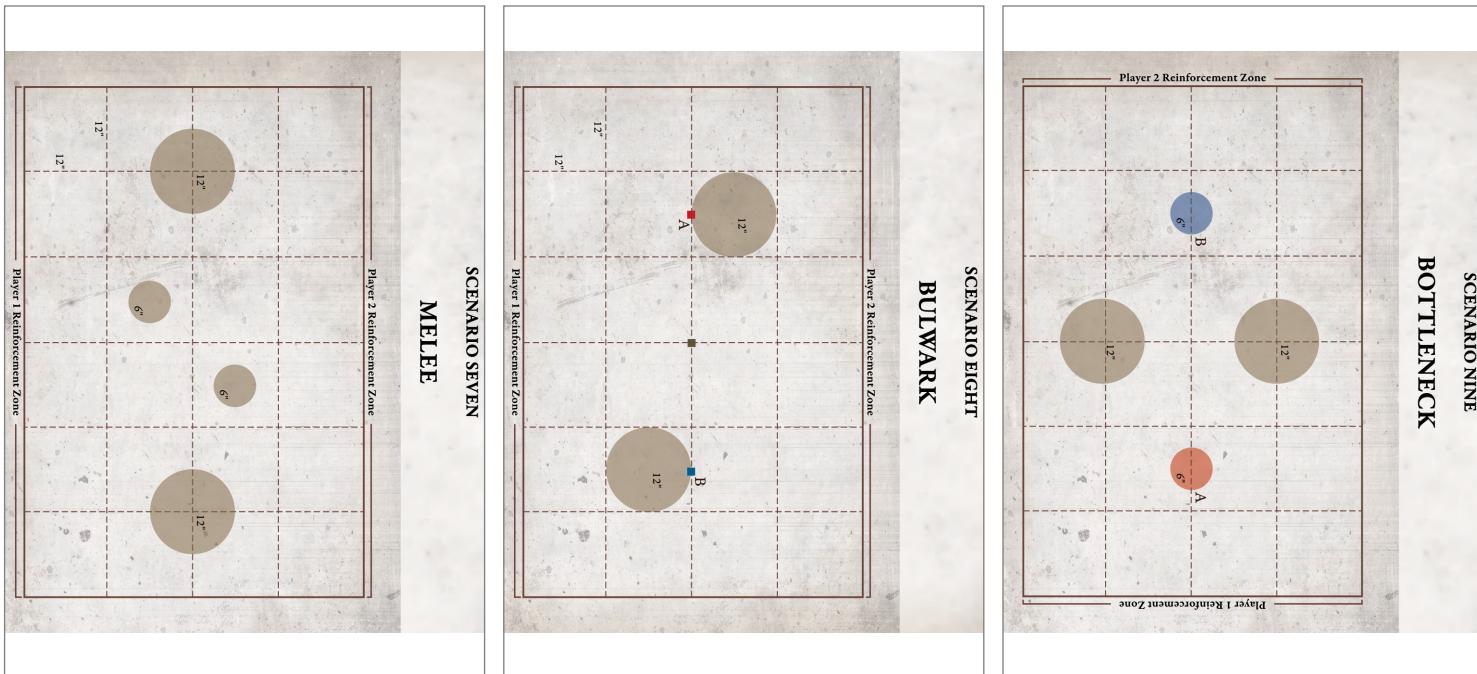
Victory Points

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.
- Players gain an additional 2 VPs if they are Seizing two Objective Zones.
- Players gain 2 VPs if they have slain the Enemy Warlord this Round.

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.



Setting up the Battlefield

Place two 12" 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 12" 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 VP's is declared the winner.

Setting up the Battlefield

Place two 12" 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 2 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 3 VPs for each Objective Zone they are Seizing.
- Players gain an additional 3 VPs if they are Seizing two Objective Zones.
- Players gain 3 VPs if they have slain the Enemy Warlord this 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 VP's is declared the winner.

Setting up the Battlefield

Place two 12" Objective Zones and two 6" Objective Zones as shown in the diagram.

Victory Points

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

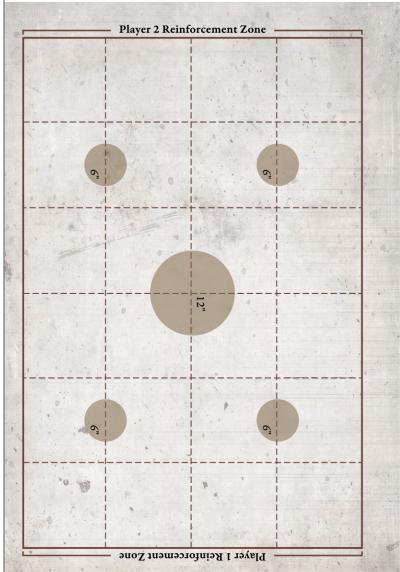
- Players gain 2 VPs for each 12" Objective Zone they are Seizing.
- Player 1 gains 4 VPs for Seizing Objective Zone labeled "B"
- Player 2 gains 4 VPs for Seizing Objective Zone labeled "A".
- Players gain 2 VPs if they have slain the Enemy Warlord this Round.
- Players gain 2 VPs for every Enemy Character Stand 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 VP's is declared the winner.

SCENARIO TWELVE

GRIND THEM DOWN



Setting up the Battlefield

Place one 12" Objective Zone and four 6" Objective Zones as shown in the diagram.

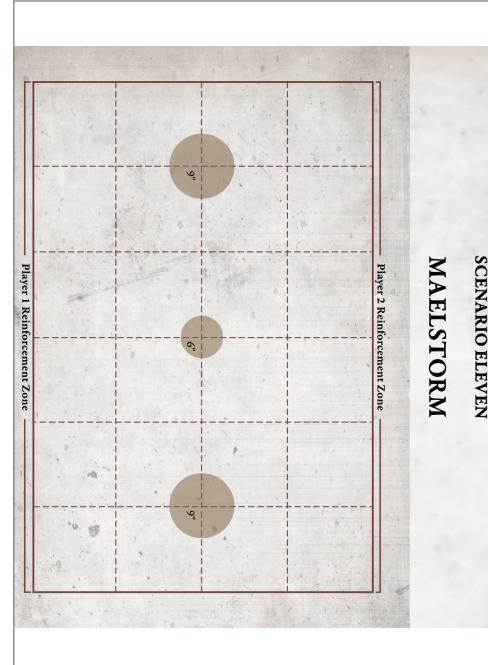
Victory Points

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

- Players gain 3 VPs for Seizing the 12" 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.
- 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 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.

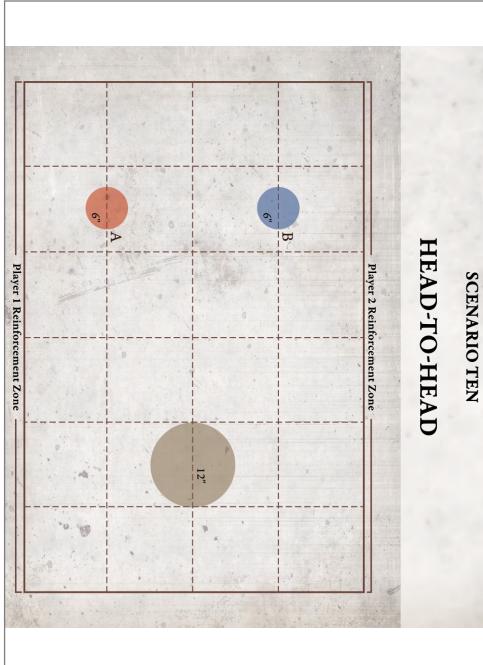
Victory Points

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 TEN HEAD-TO-HEAD

Setting up the Battlefield

Place one 12" Objective Zone and two 6" Objective Zones as shown in the diagram.

Victory Points

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

- Players gain 3 VPs for Seizing the 12" 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.
- 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 VP's is declared the winner.