

Scenario

G1

Escalation

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The battle started as a small skirmish. A few Fey guardians of the forest happened across a stray group of gnoll raiders, and engaged them in an 'on again, off again' melee. The engagement escalated, with the Leafshorn fighting and calling more Fey to the fight, and the Gnolls howling to their own bretheren in reply. In very little time, the skirmish had escalated into a true battle, and with time it approached epic proportions. It would not end until one party was vanquished, and none were left to call for more help.

Escalation is a Campaign Card-based scenario template that starts with very limited warbands for either player. However, victory points are used in a very special way during Escalation. They are placed in a treasury, and can be used to buy new units during the course of the engagement. As the scenario is played out, the forces on each side increase in size and often in power, although they still need to follow the regular rules for number of creatures in a warband. Though meant as a general play scenario, Escalation also introduces two new Campaign Cards; the Bloodfang Gnolls and the Leafshorn Guardians.

Victory Conditions: A player wins when the other player has no units remaining on the map at any time during a round.

Warband Construction and Map: Each player begins the match by building a 60 point warband with up to 5 creatures in it. The warbands are set up according to the Battle Rules on a map of your choice. For this scenario, we introduce the Bloodfang Gnolls and the Leafshorn Guardians, and recommend playing this pairing on the King's Road, Forest Cliff Lair, or the Jungle Temple.

BLOODFANG GNOLLS

AC	-1
FORT	+1
REF	-
WILL	-
SPEED	+1
HP	-
BLOOD	-

WARBAND BUILDING:
Gnoll creatures and Level 1 Beast creatures are legal in your warband. Non-Gnoll Demon creatures with total cost up to 25% of the point cost limit are legal in your warband.

CLAN POWERS:
Bloodspur: Use when an enemy becomes bloodied; A gnoll creature adjacent to that enemy may make an attack against that creature as a free action.
Yelp: Use when a Gnoll creature in your warband becomes bloodied; That creature may shift one square as an immediate action.

The moon is full; the hunt is on.

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LEAFSHORN GUARDIANS

AC	-
FORT	-
REF	-
WILL	+1
SPEED	-
HP	-
BLOOD	-

WARBAND BUILDING:
Non-evil Fey creatures from the Wilderness faction are legal in your warband. Beast creatures with total cost up to 20% of the point cost limit are legal in your warband.

CLAN POWERS:
Blend with the Trees: Plant creatures in your warband are invisible while they occupy forest terrain.
Fey Step: Use at end of round; one active Fey creature in your warband may teleport 3 squares.

We are keepers of the greatest gardens.

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Suggested Starting Warbands:

BLOODFANG GNOLLS

- Gnoll Huntmaster 28
- Hunting Hyena 5
- Gnoll Barbarian 21
- Gnoll x2 6 = 60

LEAFSHORN GUARDIANS

- Black Woods Dryad 16
- Gnome Recruit x 3 9
- Bralani Eladrin 35 = 60

'Leafshorn' is a term meaning tested or wise, and does not necessarily mean that a Fey actually lacks leaves...

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Special Rules:

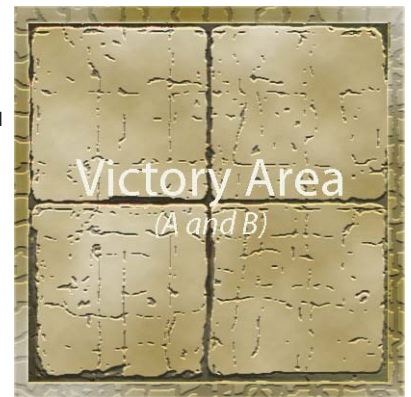
Many Victory Point Locations, All Shared: In Escalation, all start areas and all victory areas on the map count as victory areas for both players. A player scores 10 victory points for each Victory Area which their creatures occupy at the end of the round (only) if your opponent has no creatures occupying that area. Players also score points for eliminating enemy units based on the value of the piece defeated. You score one half of the point cost of the unit, always rounding up. So, destroying an 11 point enemy creature is worth 6 victory points. Players should keep a running tally of their current victory points.

Spending Victory Points to 'Call' creatures: Add an extra phase to the 'start of round' protocol. After rolling initiative, players may spend their victory points. From the total victory points a player accumulates, the player may pay the cost of the figures they would like to 'call' (subtracting this from their victory point total), and those creatures will appear in your start area at the very end of the round, after points are scored. This is termed 'calling' a creature. The player who wins initiative decides who 'calls' first. The players then alternate calling creatures, until one player no longer has the points to spend, or the desire to call any further creatures. The other player then finishes any further calls, and the round begins. If a creature is to be called with an item (which is permitted), the item is announced when the creature is first called.

Placing Called Creatures: Called creatures are placed, in the order of their calling, beside the battle map. At the end of the round, they are placed in the Start Areas of the respective players in the same order they were called. Some Campaign Cards have strict limits on the cost or number of creatures with a given Keyword. If placing a called creature would violate these limits, the creature cannot be placed that turn. You may check again for placing the creature on the next turn. For example, the Gnolls in this scenario might have problems placing a called Demon creature, which could account for no more than 20% of their warband point cost at the time it was placed. This would be especially true if they began losing other creatures. Similarly, you may **not** place a creature if you do not have a legal starting square to place the creature on. Unplaced creatures are set aside and may be placed at the end of the next round; they are placed before all other creatures.

Optional Rules: You can also use other Campaign Cards to play this scenario. You can assign a map to your warband as normal, or you can play on a pre-agreed map. You may also wish to increase the number of victory areas on some maps. You can use the DDM Guild tiles supplied in this scenario to indicate additional victory areas. The scenario works well for multiple players. You might try a 4 player match using the Flooded Ruins & Dwarven Outpost maps, assembled into one double size map.

Placing Extra Victory Areas: If you are placing extra victory areas, as per the optional rules, place them at least 5 squares away from all other victory areas on the map. Extra Victory Areas are usually considered clear terrain, but you can also decide to make them **Fortified** (+2 to all Defenses of creatures occupying that victory area), or you could consider them to be equal to **Forest Terrain**.



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