

HUNDRED KINGDOMS Order of the Ashen Dawn



A FIRST BLOOD SCENARIO BASED ON THE
ORDER OF THE ASHEN DAWN

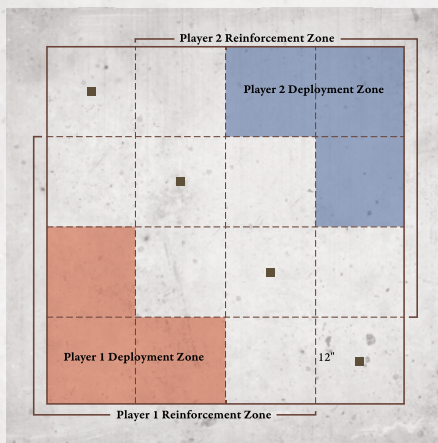
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KNIGHTS OF THE ASHEN DAWN

After the unGod's demise and Cleon's death the Orders split, recognizing the need for their Commander's betrayal but unable or simply unwilling to forgive and follow him. Today the Orders follow their own path and none more monastic than the members of the Order of the Ashen Dawn. Each member of this esoteric order being ready and capable of serving as Priory Commanders themselves, they are a terrifying force to face.

For this Scenario you need to create an 800 points First Blood Army List that contains **at least** three (3) Order of the Ashen Dawn Models, you may use your remaining points as you like. Ashen Dawn Models follow all rules described in the Hundred Kingdom Army List. The opponent may create an 800 points Army List as well choosing any available faction, even Hundred Kingdoms!



SETTING UP THE BATTLEFIELD

Place four Objective Markers as shown in the diagram. Each Objective Marker is placed at the center of its respective 12"x12" square. Each corner Marker is 6" from the closest player's table edge and 6" from the side of the table. Each central Marker is 18" from the closest player's table edge and 18" from the side of the table. Deployment zones consist of three 12"x12" squares, as shown in the diagram, on two opposing corners of the battlefield and Reinforcement zones extend 36" from each opposing corner.

PLAYING THE GAME

The Order of the Ashen Dawn side aims to have claimed at least 6 Victory Points until the end of the game. Only the Ashen Dawn side can interact and/or destroy Objective Markers.

- Each Order of the Ashen Dawn Model destroyed subtracts 1 VP from the Ashen Dawn side.
- Destroying an Opponent's Character Model gives 2 VP.
- Destroying an Opponent's Monster Model (if one exists) gives 2 VP per Monster Model.
- Destroying an Objective Marker gives 2 VP per Objective Marker destroyed.

GAME LENGTH

The game ends at the end of the 8th Round. The Player with the most VPs at the end of the 8th Round wins the game.