







NEW TLAOK SCENARIOS

Introduction

Hello Conqueror! We realize that you may not have exactly the same pieces of Terrain, and so feel free to use Terrain pieces with footprints as close as possible to the dimensions below. If there is any conflict make sure to follow the rule of placing Terrain pieces 9" away from each other and adjust accordingly. If you are adjusting sizes please make sure that every piece of Terrain should be at least 5x3" in any dimension to ensure 3 Stands in the same Rank can be within Terrain eg. Forest to gain Cover.

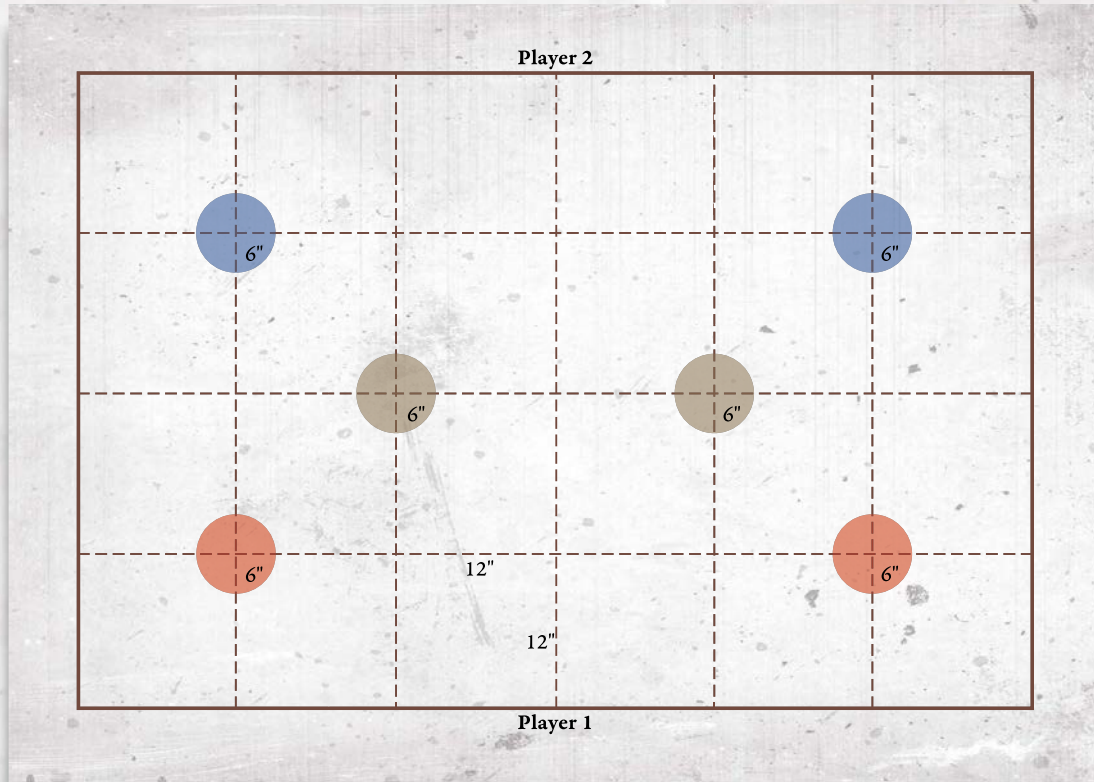
Terrain

Hill (6x8") Elevated Obstructing Size 2		Structure (6x8") Impassable Obstructing Size 2	
Forest (6x10") Traversable Hindering Cover Size 3		Pond (6x10") Traversable Water Hindering Size 0	
Field (6x8") Traversable Cover Size 1		Boulder (6x6") Impassable Obstructing Size 4	

Objectives

Objective Zones and Players Territory markers Red are considered friendly for Player 1. Similarly they belong to Player 2 if marked Blue.

Seek and Destroy



Setting up the Battlefield

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

Scenario Special Rules

Before the First Supremacy Phase of the game, both Players select up to three non-light Regiments from the opponent's Army to be designated as **Chosen Regiments**.

If there are less than 3 non-lights Regiments in the opponent army list you automatically score VP's as if they were destroyed.

Eg. The opponent has an army full of light Regiments and 1 Heavy Regiment - you mark that heavy Regiment and automatically score 6 Victory Points.

Players must clearly indicate which Regiments have been selected as **Chosen Regiments**.

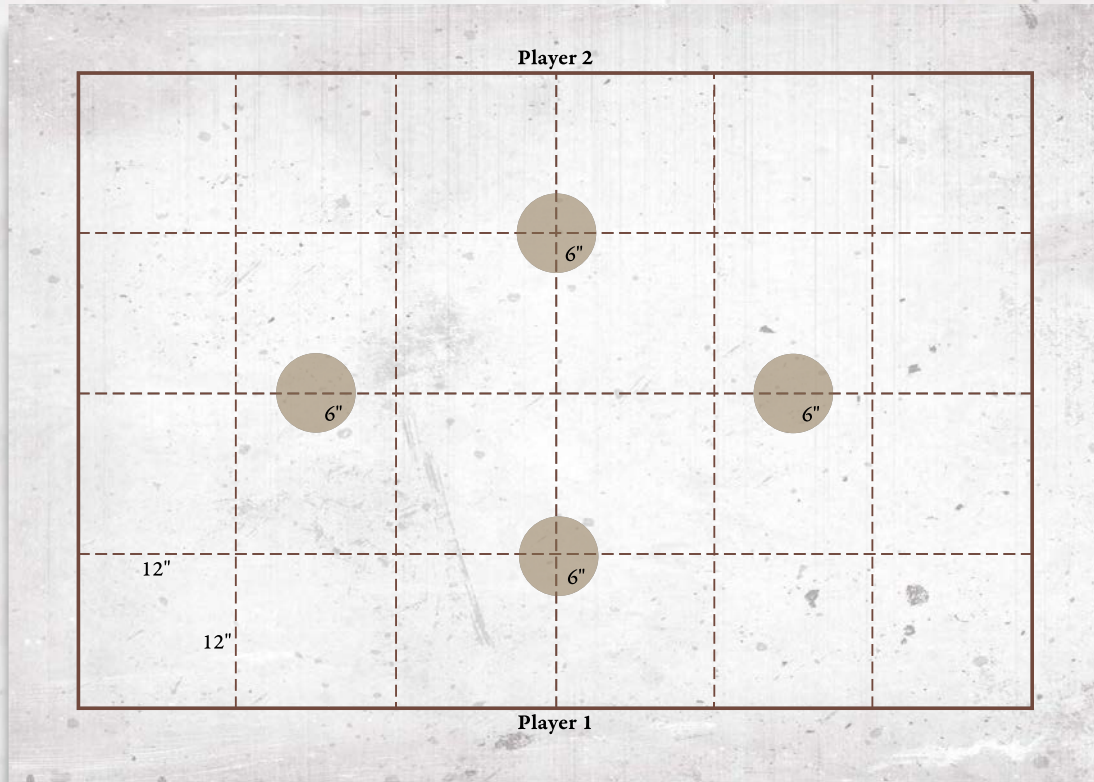
During each Round's Victory Phase, Players gain Victory Points (VPs) as follows:

- Players gain 2 VPs for each 6" Objective Zone they are Seizing.
- Players gain 2 additional VPs for each 6" Objective Zone they are Seizing with **Chosen Regiments**.
- Players gain 1 VPs for each destroyed Enemy Regiment.
- Players gain 1 additional VPs for a Regiment destroyed with Chosen Regiments in their army.
- Players gain 3 additional VP per **Chosen Regiment** destroyed.

Game Length

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

Wheel of War



Setting up the Battlefield

Place four 6" Objective Zone as shown in the diagram.

Scenario Special Rules

Before the First Supremacy Phase of the game, both Players roll a die. The winner becomes Player 1.

The Objective Zone closest to Player 1 is automatically designated as the **Priority Zone** for the first Round.

Starting from the second Round, the Priority Zone automatically shifts to the next Objective Zone in a clockwise direction.

This rotation continues for the remainder of the game, with the **Priority Zone** always moving one Objective Zone clockwise at the start of each Round.

Players should clearly mark the current **Priority Zone** using a token, marker, or any other agreed visual indicator to ensure clarity during gameplay.

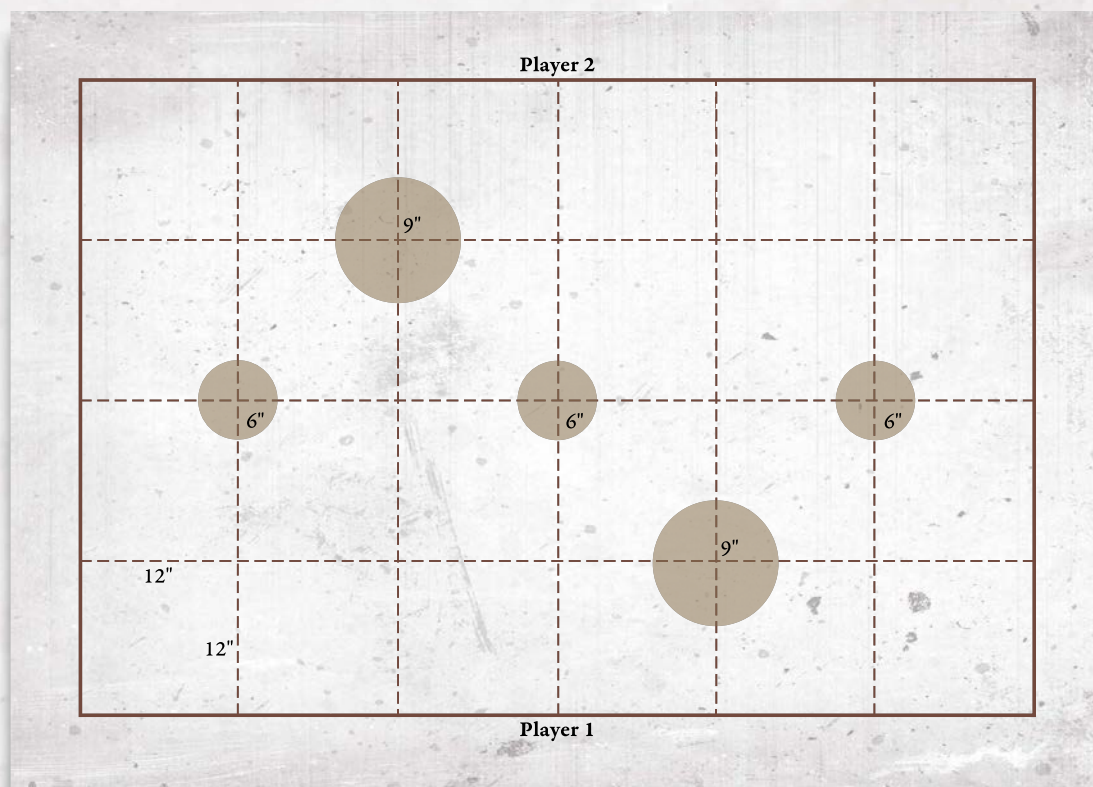
During each Round's Victory Phase, Players gain Victory Points (VPs) as follows:

- Players gain 2 VPs for each 6" Objective Zone they are Seizing.
- Players gain 2 VPs if they are Seizing three or more Objective Zones.
- Players gain 2 VPs if they are Seizing Priority 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.

Cursed Sanctuaries



Setting up the Battlefield

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

Scenario Special Rules

In this scenario, **each Objective Zone is considered a Cursed Sanctuary.**

During each Victory Phase, all Regiments that are within a Cursed Sanctuary Objective Zone suffer Hits as the dark power of the shrine manifests:

The Regiment within a **9" Cursed Sanctuary**, suffers **8 hits against Regiment Resolve Characteristics**. Should the Regiment have no Resolve Characteristic it suffers hits against its Defense Characteristic.

If a Regiment is currently within range of a **6" Cursed Sanctuary**, **it suffers 4 Hits instead following the above rules.**

All Hits are resolved as coming from the **front arc** of the affected Regiment and do not generate Morale Tests (Oblivious, Indomitable do not work against these hits).

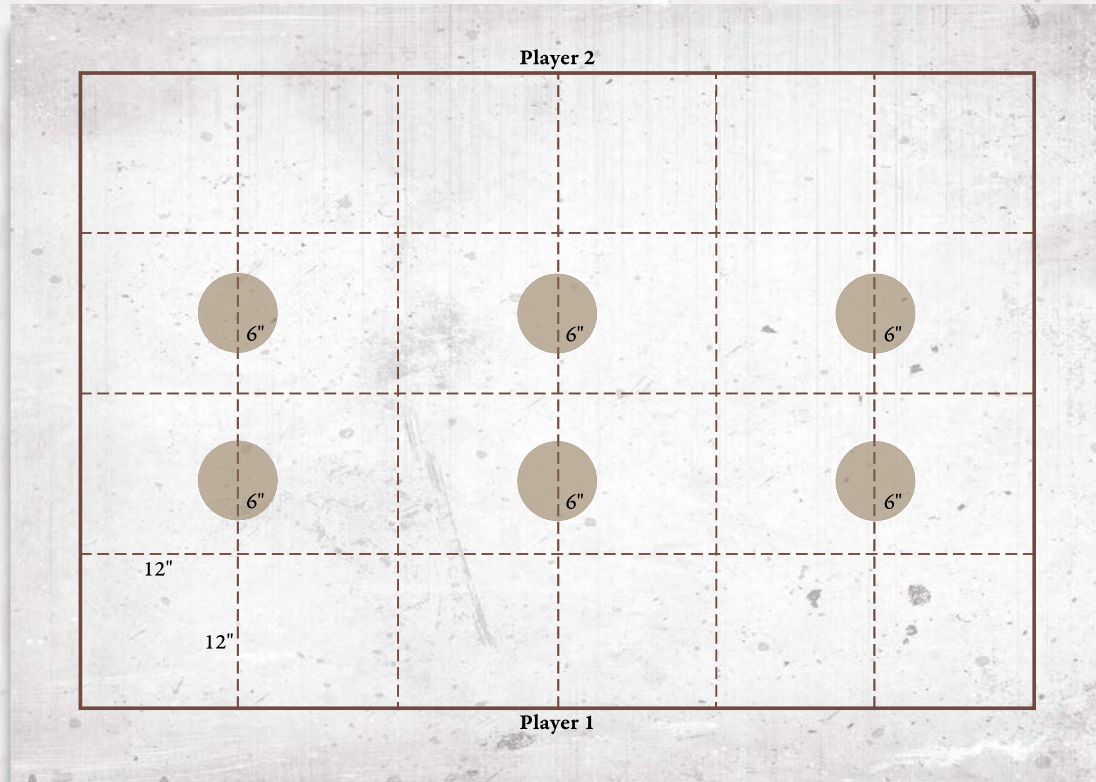
During each Round's Victory Phase, Players gain Victory Points (VPs) as follows:

- 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 2 VPs if they are Seizing three or more Objective Zones.
- Players gain 1 VPs if the Enemy Warlord has been destroyed during the Round. This may not be scored more than once per game.
- Players gain 1 VPs for every Enemy Character Stand that has been destroyed during the Round.
- Players gain 1 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.

Flames of Conquest



Setting up the Battlefield

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

Scenario Special Rules

Starting Round 4 Regiments may take an action to **Burn an Objective Zone**.

A Regiment may only perform this Action if it is currently **Seizing** the Objective Zone at the time the Action is declared.

To Burn an Objective Zone, a Regiment must spend an Action while Seizing it. Upon performing the Action the Objective Zone is **Burned** and removed from the table. Therefore, it can no longer be interacted with, contested, Seized or scored in any way since it is no longer part of the game.

Each Regiment may only attempt to Burn an Objective Zone once per Round, following all standard rules for Activating and performing Actions.

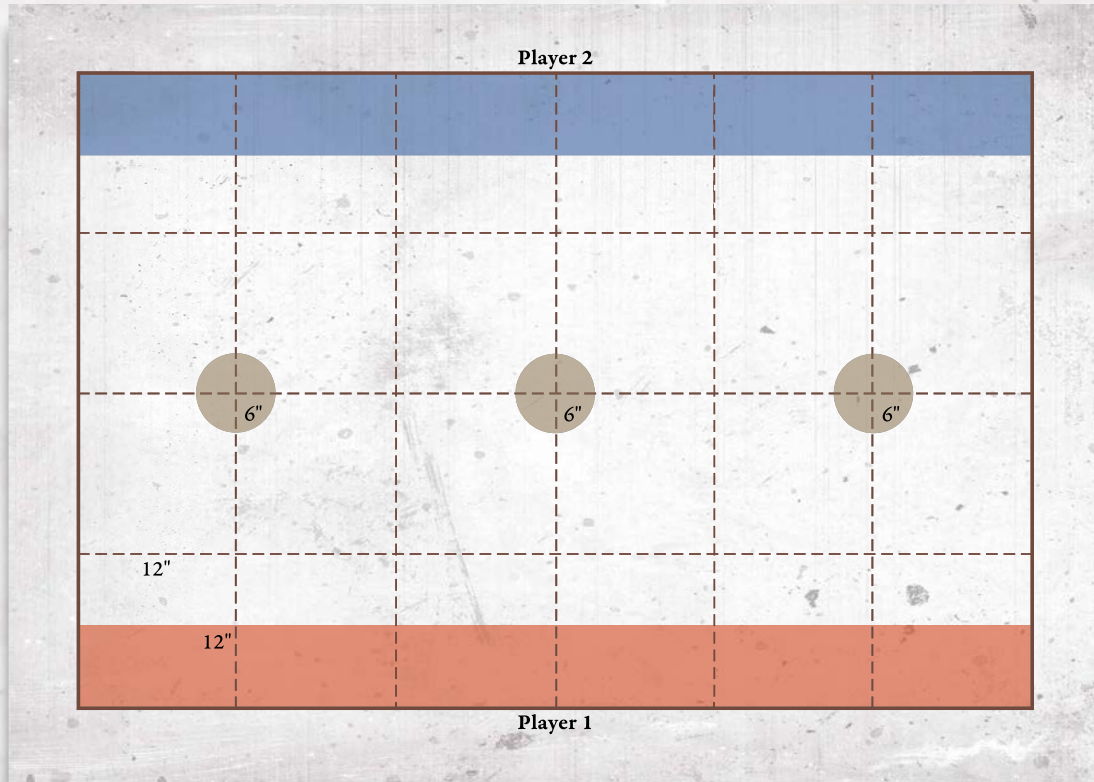
During each Round's Victory Phase, Players gain Victory Points (VPs) as follows:

- Players gain 2 VPs for each 6" Objective Zone they are Seizing.
- Players gain 2 VPs if they are Seizing three or more Objective Zones.
- Players gain 4 VPs for each Objective Zone they have successfully **Burned** during this Round.
- Players gain 1 VPs if Enemy Warlord has been destroyed during the Round. This may not be scored more than once per game.
- Players gain 1 VPs for every Enemy Character Stand that has been destroyed during the Round.
- Players gain 1 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.

Break the Line



Setting up the Battlefield

Place three 6" Objective Zones and divide the battlefield to make zones referred to as player territory as shown in the diagram.

Scenario Special Rules

At the beginning of the game nominate two friendly Regiments capable of seizing referred to as **Linebreakers**. These Regiments lose the Fly special rule.

During each Round's Victory Phase, Players gain Victory Points (VPs) as follows:

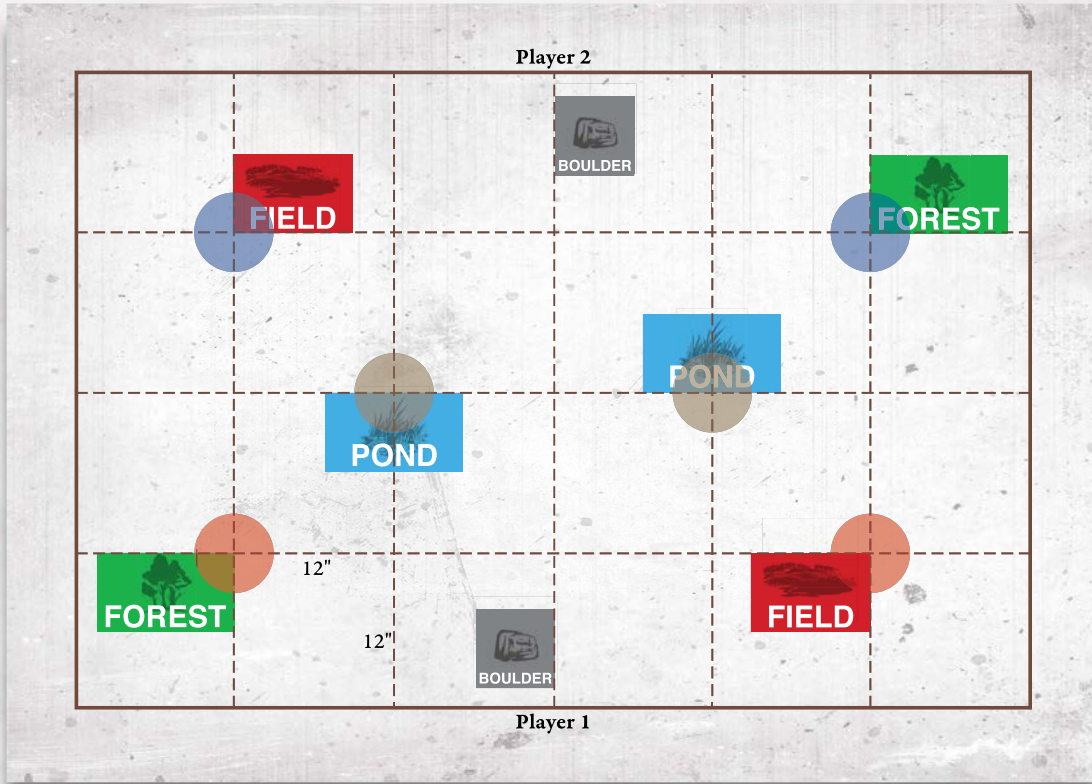
- Players gain 2 VPs for each 6" Objective Zone they are Seizing.
- Players gain 1 VPs for every Enemy Regiment that has been destroyed during the Round.
- Players gain 3 additional VPs if destroyed enemy Regiment was a **Linebreaker**.
- Players gain 5 VPs if **Linebreaker** Regiment is unengaged in enemy player territory during Victory Phase.

Game Length

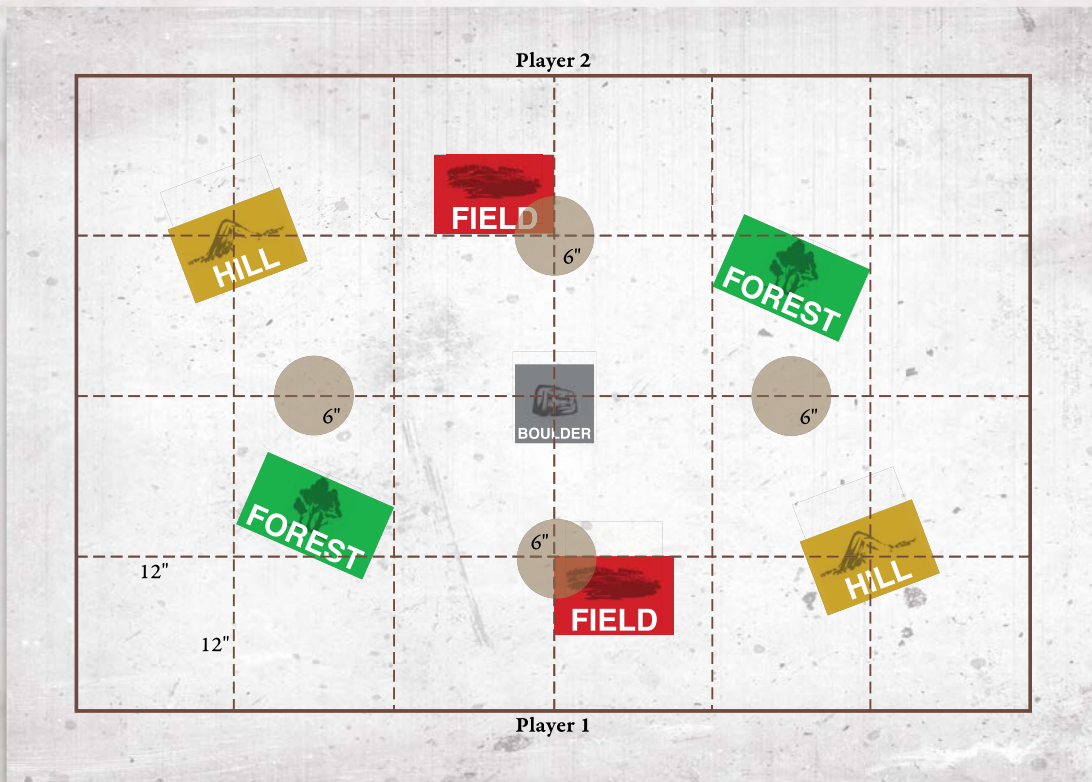
The game ends at the end of the 10th Round. The Player that has scored the most VPs is declared the winner.

Terrain Layouts per Scenario

Seek and Destroy

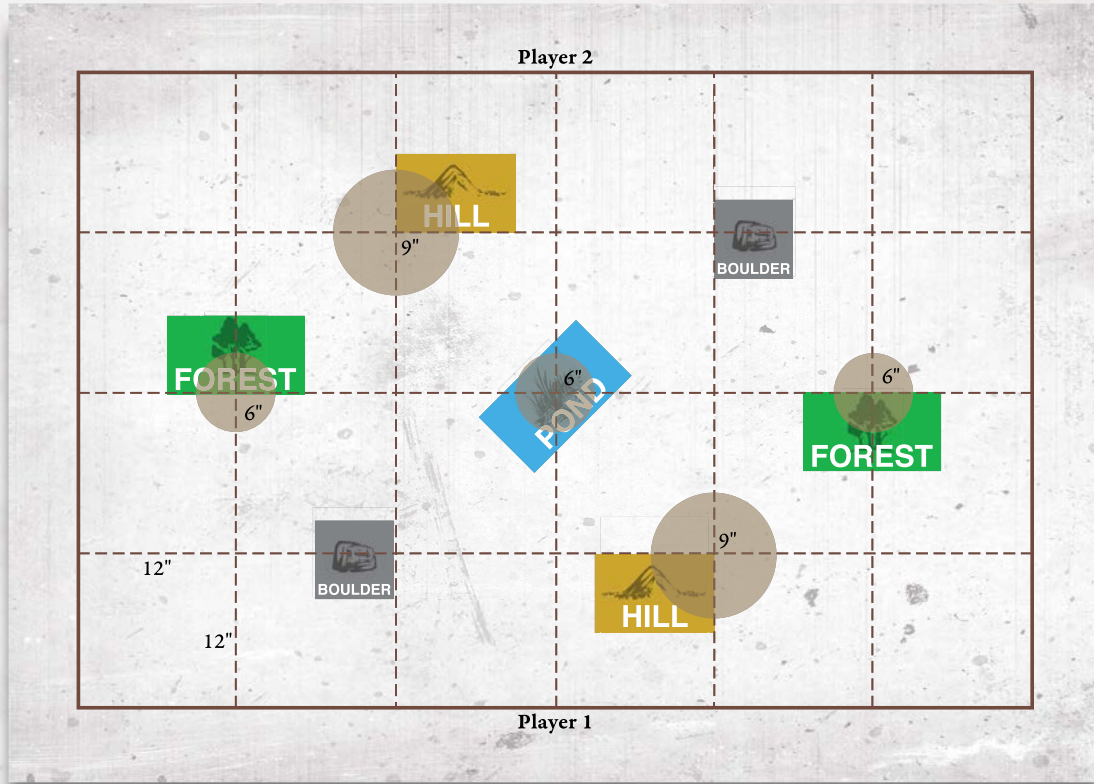


Wheel of War

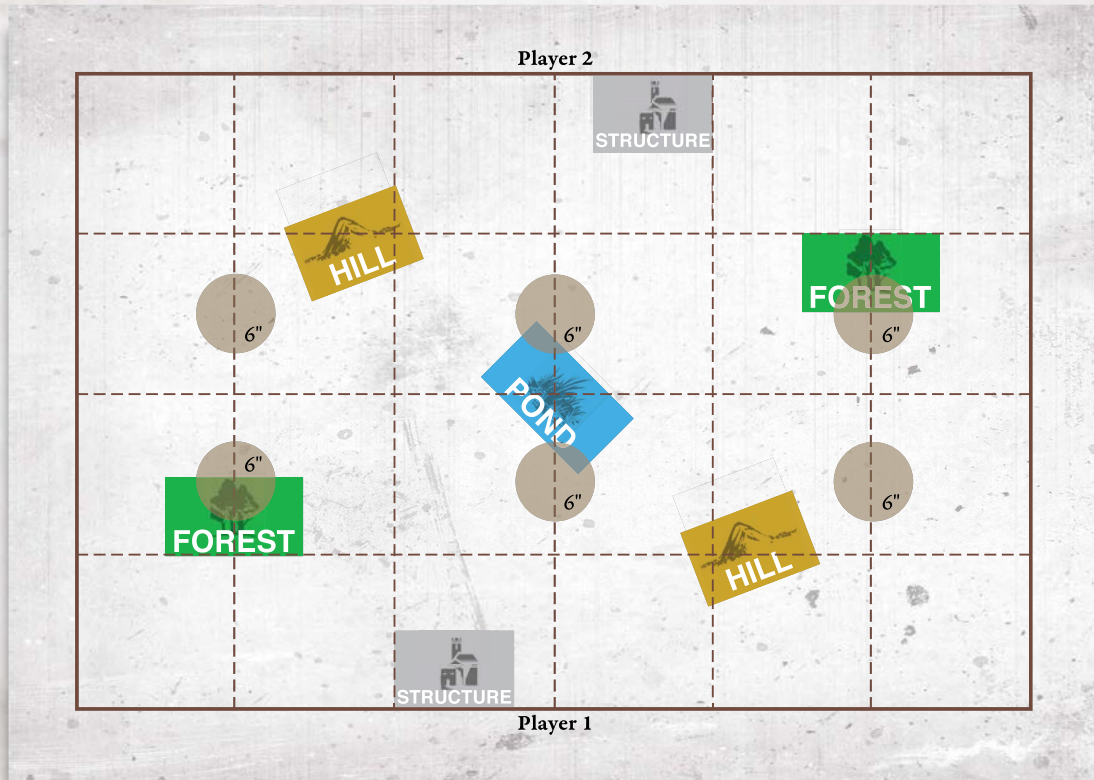


Terrain Layouts per Scenario

Cursed Sanctuaries



Flames of Conquest



Terrain Layouts per Scenario

Break the Line

