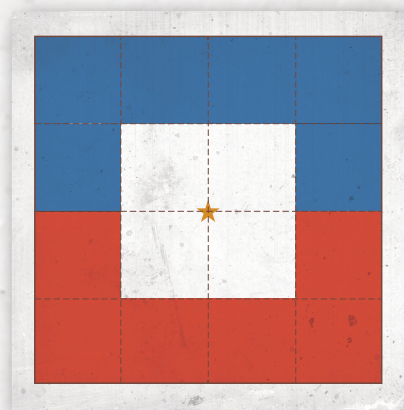


FRIGHT NIGHT!

Fishidious has drenched the land into a dour darkness. Your Warband finds themselves plunged into the center of Fishidious' evil and ironically timed plot. Fight by the full moon and use your lantern to rally wary warriors and ward off the wicked!

How many Players? This Scenario is designed for 2 Players or Teams. The Total points of each side should be around 1,000 points where the points per Player is determined by the total number of Players. Below is a suggested Points guide.



2 players- 1,000 pts

4 players- 500 pts

6 players- 333 pts

SETTING UP THE BOARD

Set up your 4'x4' Battlefield with Terrain that is both interesting to play on and is suitably spooky. Fishidious is Placed as close to the center of the Battlefield as possible.



TERRITORY

Deployment: Players Roll-off and alternate Clock-wise, Placing Command Cards anywhere within their Territory further than 9" away from Fishidious and any Enemy Command Cards. After all Command Cards are Placed, Players alternate Revealing Command Cards as normal. Finally, each Player chooses a single Friendly Warrior to carry a Lantern.

SCENARIO RULES

Insidious Intent: Each Round, Fishidious is controlled by the Supremacy Player and is therefore Friendly to their Warband for now.... The Supremacy Player gains Fishidious' Command Card and will Activate him as if he was one of their own Warriors.

Foul Fishy Phylactery: If Fishidious is Slain; the next time a Player wins the Supremacy Roll-off, they immediately Place Fishidious anywhere on the Battlefield outside of all Enemy Command Ranges. Fishidious is Activated as normal.

Team Turn Order: During Battles that contain more than 2 players; All Players from both Team Rolls to see which Player/Team has Supremacy. During each one of their Turns, each Team will choose a single Player to activate a single Command Card. The same Player cannot Activate a Command Card in two Team turns consecutively unless there are no other Command Cards to Activate!

Uneasy Alliance: During Battles that contain more than 2 players; Teams share a combined Victory Point Pool. Players treat all Warriors of their Teammates as neither Friendly or Enemy, but they are still affected by any Rules that affect All Warriors. Even if they are from the same Faction!

Lantern's Light: All Warriors within 3" of a Lantern or their carrier are **Illuminated** and may Re-Roll all failed Resolve Tests.

Lanterns are represented by a marker on the Battlefield about 1" in diameter (an Infantry Base works well). A Lantern is ignored for Movement and determining Line of Sight. Whenever a Warrior is Placed upon or ends a Movement in contact with a Lantern, it is immediately Seized; remove the Lantern from the battlefield and mark the Warrior that is carrying it. The Warrior carries the Lantern until they are Slain or Removed from the Battlefield. When a Warrior is Slain or removed from the Battlefield, Place the Lantern centered directly under its base. If the Warrior was on a Vantage Point, Place the Lantern onto the Battlefield as close as possible to where the carrying Warrior was Slain/Removed. The Lantern will remain there until another Warrior can take it for themselves. A Warrior can only carry a single Lantern at a time.

Darkest Night: Warriors cannot draw Line of Sight further than their Command Range unless the Target is **Illuminated**. Warriors that are not **Illuminated** must Re-Roll all successful Resolve tests of '1'.

MISSION

Victory Phase

The Player/Team that Slays Fishidious gains 3 VP.

The Player/Team that is carrying the most Lanterns gains 2 VP.

The Player/Team that has fewer Broken! Warriors on the Battlefield gains 1 VP.

End of Battle

The Player/Team with the Warrior closest to the Center of the Battlefield gains 3 VP.

The Player/Team with more surviving [Characters] on the Battlefield gains 2 VP. Fishidious does not count towards any player's Character total!

For each Lantern a Player is bearing, gain 1 VP.

The Battle Ends after 6 Rounds. The Player/Team with the most Victory Points is the Winner! Mwuahahaha!

