

FRIGHT NIGHT!



FISHIDIOUS [FB]

66 POINTS

Type	M	V	C	A	W	R	D	E	CR	Size
Fish Gnome (Infantry)	6	3	3	4	4	4	2	3	6	1

BATTLEFIELD ROLES: [INFANTRY], [CHARACTER], [LEGENDARY], [FISH GNOME], [WITCH]

SPECIAL RULES: Spellcaster 4, Dread, Fearsome, Terrifying

Frightful Delight: Striking fear into the faint of heart, Fishidious has truly mastered as an art. Fishidious gains 1 Essence whenever any Warrior (Friendly or Enemy!) on the Battlefield becomes Broken!

Fishgnomicon: With a burbling blurb and a wave of a knobby fin, Fishidious teleports out of harm's way. (Draw Event) Place Fishidious anywhere wholly within his Command Range.

Macabre Moonlight: To cross Fishidious is unwise, in the moonlight doubly so. If playing Fishidious during Halloween or a Full Moon, Fishidious may Re-Roll all failed Attunement Rolls.

SPELLS

Monoculus

Type: Command Ability **Essence:** 2

Enemies within Command Range gain no benefit from the **Bravery**, **Fearless**, or **Dauntless** Special Rules as its gaze strips them of all hubris and valour.

BOO!!!

Type: Unique Action **Essence:** 3

All Enemies Engaged with Fishidious must each take a single Resolve test, if Failed they become Broken! and are Driven Back until they are D6" away as they flee in terror. Roll the distance for each Warrior separately.

Tricks or Treats

Type: Incantation **Essence:** 1

With a flick of the fin, Fishidious Tricks his Enemies and Treats his Allies. Whenever a Warrior within Command Range is Slain, another Warrior within Command Range immediately suffers 1 Hit or Heals 1.

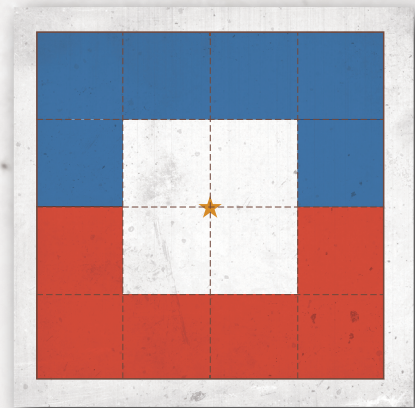
Fishidious may be chosen as a Hero in your Warband. Fishidious may not purchase Upgrades.

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!



TRICK AND TREAT



This set contains Fishidious to trick and terrorize enemies in your **Conquest: The Last Argument of Kings** and **Conquest: First Blood!** casual and narrative battles. The Model may be fielded by any faction using the Army List Entries found in this document.

For tournament play, the model may also be placed in an Infantry Regiment's Command Stand to signify its Leader for Conquest TLAOK. Similarly the Model may be used as an Infantry Regiment's Leader in First Blood.

FISHIDIIOUS [TLAOK]

66 POINTS

Type	Class	M	V	C	A	W	R	D	E
Fish Gnome (Infantry)	Fright	-	-	2	2	3	3	1	3

BATTLEFIELD ROLES: [CHARACTER], [LEGENDARY]

SPECIAL RULES: Wizard (5), Terrifying, Dread, Fearless

Frightful Delight: Striking fear into the faint of heart, Fishidious has truly mastered as an art. Fishidious gains the Wizard (+X) Special Rule where X is equal to the number of Broken Regiments on the Battlefield.

Fishgnomicon: With a burbling blurb and a wave of a knobbly fin, Fishidious teleports out of harm's way. (Draw Event) Attach Fishidious to any other non-Monster Friendly Regiment on the Battlefield.

Macabre Moonlight: To cross Fishidious is unwise, in the moonlight doubly so. If playing Fishidious during Halloween or a Full Moon, Fishidious may Re-Roll all failed Spellcasting Rolls.

SPELLS

Monoculus

Range: 15" Attunement: 2

Target Enemy Regiment gains no benefit from the Dauntless, Fearless, or Bravery Special Rules until the End of the Round as its gaze strips them of all hubris and valour.

BOO!!!

Range: 12" Attunement: 4

For each success, Target Enemy Regiment must take a single Resolve Test. For each Failure, the Regiment suffers a Wound as they flee away in terror! These Wounds DO inflict Morale Tests!

Tricks or Treats

Range: Self Attunement: 3

With a flick of the fin, Fishidious Tricks his Enemies and Treats his Allies. This Regiment Heals 4 and gains the Deadly Blades Special Rule until the End of the Round.

CHARACTER

This Character can NEVER be the Army's Warlord and may be attached to any Friendly Non-Monster Regiment in your Army. This Character cannot purchase a Warband.

HOW TO PLAY

To Play the “Festive Loot Gnome” Scenario both players bring an Army List of 1000 pts or above, making sure that both players have the same amount of points!

The game is played by setting up the table as shown in the Scenario’s diagram. The winning condition is to activate the markers in the shape of your randomly selected rune. The first to do so wins!

SETTING UP THE BATTLEFIELD!

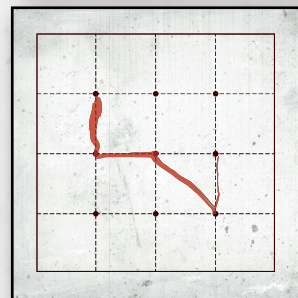
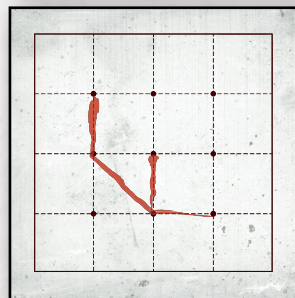
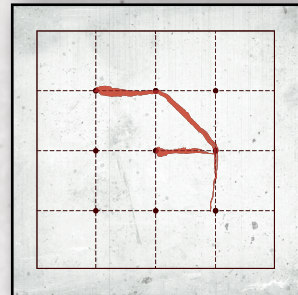
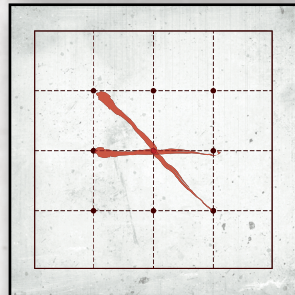
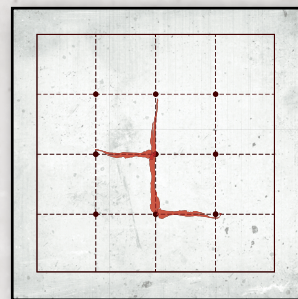
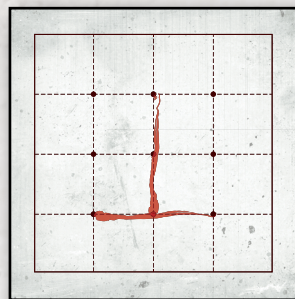
Mark nine points on the Battlefield as shown in the diagram. Each point marks the corners of the four central squares in the grid. Point “A” is considered to be friendly to Player 1 and within Player 1’s deployment zone. Point “B” is considered to be friendly to Player 2 and within Player 2’s deployment zone. Deployment zones are two 12”x12” squares on two opposing corners of the Battlefield and Reinforcement zones extend 36” from each opposing corner.

Each point can be represented by a marker 27mm in diameter, the size of an Infantry Base, has Size 1, cannot be wounded, destroyed or become Engaged. In addition, the Markers do not Activate, do not perform Actions and do not have Engagement Range.

SCENARIO SPECIAL RULES!

Before the game starts, draw the following 6 Runes into pieces of paper and each Player selects one at random. The shape of the Runes represent markers on the scenario diagram.

These will be markers that you will have to capture throughout the game, their orientation as shown above. During the Victory Phase of each Round the player that has the most Models within 3” of such a point, following the rules for Seizing Zones, brands that marker. A marker may be branded by more than one player and remain branded.



WINNING THE GAME!

Once the 3rd Round of the game has been completed, Player’s may declare at the end of a Round’s Victory Phase that they have broken the curse! If they have branded the exact - no more no less - markers as their Rune they win the game. If not, they must immediately remove their brand from 3 Markers and continue the game.

Once a Player has declared that they have Broken the curse and have indeed Branded the correct Markers they win the game! Should both Players have Branded the correct Markers and declared it during the same Victory Phase then the prison implodes destroying the two opposing forces!