Scenario 4: What you Hold Dear

After the battle at the tower you go your separate ways. Taking your army and your new shiny toys you head across the land following rumours of treasure. Always you hear about the great champion and his incredible power. You do not yet feel ready. Perhaps you need more powerful magic items before you challenge him. Off in the distance you spot a camped army, you know what they say, "when opportunity knocks, stab it in the face."

Armies

This will be a 1 vs. 1 battle. Armies will be 1000pts. Armies will be made using the standard army construction rules. The only magic items you may use are the ones you hold cards for. Your story character may be your general if he is the only character able to.

The Battlefield/Deployment/First Turn

The battle will be played on a 6x4 table. Deployment will be as per the battle line scenario. Roll off for terrain, sides, and first turn as normal.

Victory Conditions

The player that has the most objective markers at the end of the game wins. If you somehow manage to get equal objective markers, VPs will be used. Your story character is worth 150VPs base.

Scenario Special Rules

Character Upgrade

At the end of the battle each story character gets one (1) stat upgrade.

To the Victor go the Spoils

The winner of this scenario will get to choose which one (1) of his opponents' magic items will be swapped with which one (1) of his magic items. The loser will shed tears. If the loser has a wild card in play, it is always swapped in addition to the items chosen.

Objective Markers

Each player will have three (3) objective markers. These markers will be placed with a character or a unit. After all units have been deployed roll off to see who deploys a marker first and then alternate. Only one marker may be with each unit, even if a character is in that unit. The markers will function like banners. A unit holding a marker cannot elect to flee as a charge reaction. Units holding an objective marker are **Stubborn**.