

ARCANE RUINS – a Warcrow Scenario competition entry by Grotnib

Ruined remains of the long lost elven kingdom of Gae Assail or even relics of civilizations predating that great empire are not uncommon in Lindwurm, but most such sites only house rubble valuable to the most enthusiastic archeologists. Thus, when a rare site of ancient structures still primming with active arcane energies is located, companies of warriors are quickly organized to seize and hold them.

ARCANE RUINS

REQUIRED MATERIAL

- 2 blue objective markers.
- 2 red objective markers.
- *(It's highly recommended that for thematic purposes players use the portals supplied in the Warcrow Adventures scenery box as the objectives for this scenario. The portals can be mounted on infantry bases, played as-is or the area marked for objective placement on the WTS tournament pack supplied control area markers can be used as the "base" for the portals.)*

PREPARATION

This scenario is played on a standard sized Warcrow game area of 60x60 strides. Place the objective markers 20 strides from the edges of the table where the companies deploy and 14 strides from the side table edges *(for reference on the distances, see the scenario "Take Positions")*. Place the red objectives diagonally from one another and the blue objectives diagonally from one another, so that that the objectives of the same color end up being furthest from one another. *(This should result in a red-blue-red-blue configuration.)*

ROUNDS

Each round has a duration of 5 turns.

SCORING

At the end of the round, each company obtains:

- 1 MP if they control both red objectives.
- 1 MP if they control both blue objectives.
- 1 MP if neither of the objectives located closer to their deployment zone is controlled by their rival.

END OF THE GAME

The game ends at the end of round 3.

INSTANTANEOUS TRAVEL

An unengaged unit within 3 strides of an objective can tap into the arcane energies of the portal to use the long action skill “Instantaneous travel” for the following effects:

- The unit performing this skill must pass a WP test or suffer a point of tinge.
- Regardless of whether the WP test was passed, place the unit performing Instantaneous Travel within 3 strides of the other objective of the same color as the one used to trigger the skill (*ie. go from red to red or from blue to blue*).
- If the rival player has any unengaged units within 3 strides of objective being travelled next to, they can attempt to wrestle control of the Instantaneous Travel by passing a WP test with one such unit (choosing one unit to perform the test if several are available). If this test is passed, the rival player to the one performing the Instantaneous Travel gets to be the one to place the travelling unit within 3 strides of the objective being travelled to instead of the player who performed the long action skill. If the unit attempting this WP test fails, they gain a point of tinge and the player performing the Instantaneous Travel gets to place their unit as normal instead.

ARCANE ENERGIES

- All units with the *Spellcaster* keyword that are not demoralized have their conquest value increased by 1.
- Conquest modifiers are not increased.