

Hidden Predator

While moving on the wilderness, your Warband must face a harrowing challenge as a ferocious wild creature launches an unexpected assault.



OBJECTIVE: Eliminate all the enemies
REWARD: You will gain one Reputation Point if at least one Character survives.

TERRAIN
The scenario uses a small area of 15x15 Movement Points, Place in zone 1 total of 1d6+2 small obstacles (boulders, holes, trees).

INITIAL SETUP

- Roll one die and consult the “Warband Initial Placement” box to determine the warband formation at the beginning of the scenario.
- Place the PCs following the initial formation.
- Determine the adversary by rolling on the “Enemy Group” table in the “Wild Animals” Sheet.
- Roll one die and place the enemy on the position specified by the numbered dots in in the initial formation schema. Enemies are placed 2 MP away from the nearest PC

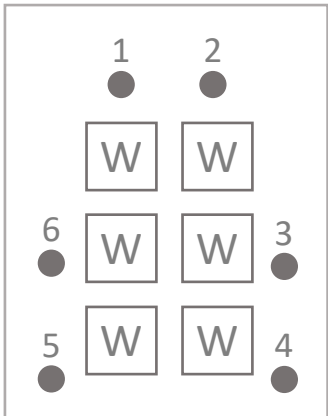
INITIAL ACTIVATION

At the beginning of the first turn roll one die: on a result of (1-4) take one Enemy Activation marker from the cup instead of drawing a random one; this Enemy will be the first activated character in this turn.

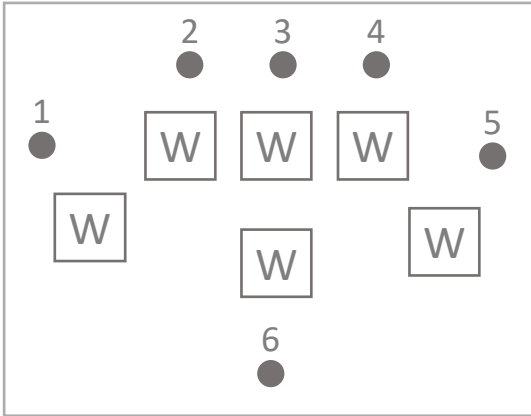
WARBAND INITIAL PLACEMENT

Roll one die to determine the warband formation at the beginning of the scenario. Deploy your characters following the formation schema: each character must be placed on one of the boxes labeled with a “W”. The numbered dots are used to determine where the enemies will be deployed after the PC.

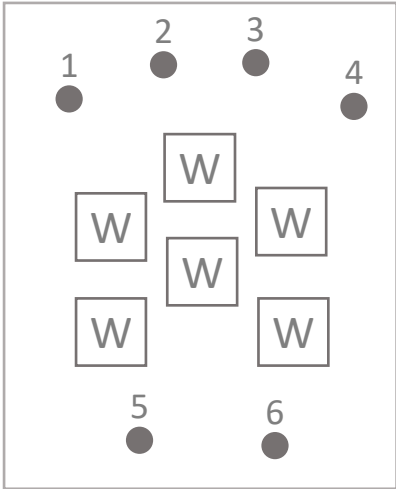
(1-3)



(4-5)



(6)



ENEMY ACTIVATION

	ENEMY	ORDER
1	Nearest (PC)	Attack (Nearest PC)
2	Nearest (PC)	Attack (Nearest PC)
3	Nearest (PC)	Attack (Weakest PC)
4	Nearest (PC)	Attack (Easiest PC)
5	Nearest (PC)	Attack (Easiest PC)
6	Farthest (PC)	Attack (Nearest PC)

Exploration

N
↑

1	2
3	4
5	6

OBJECTIVE: your Warband must protecting the Cartographer while he completes his mapping of the area.

To complete the scenario the Cartographer needs to gain 3 Investigation Points (IP). **REWARD:** Gain 1 VP per surviving member of the Warband.

TERRAIN

For each zone (1 to 6) roll 1d6 and place the requested terrain.

- 1: One (large) building (ruins)
- 2: 1d3+1 trees
- 3: One Ruin with 1d3 walls around it
- 4: 1d3+1 Boulders (impassable)
- 5: One linear obstacle (wall, fence) and a large difficult terrain area (undergrowth, mud, rubble)
- 6: 1d3 trees on a difficult terrain area

INITIAL SETUP

Shuffle Event Markers 1..8 and place one Marker in each zone using the following guidelines:

- Inside a Building / ruin
- In the middle of a difficult terrain area
- Near a terrain feature

Then roll two d6 and place the last two markers in the corresponding Zones (using the same rules).

Finally, after the Warband placement, roll 1d6 and generate an Enemy(A) group in the corresponding Zone, adjacent to a Marker.

WARBAND PLACEMENT

You can place your units and the Cartographer on the southern edge of Zone 5.

EVENT MARKERS

- [1] Possible Research Roll: add +1 to the roll
- [2] Possible Research Roll: subtract 1 to the roll
- [3] Possible Research Roll
- [4] Possible Research Roll
- [5] Possible Research Roll
- [6] Enemy(A)
- [7] nothing
- [8] nothing

MAPPING THE AREA

The Cartographer can execute the Special Action RESEARCH when is adjacent to Event Markers 1..5 (Possible Research Roll): roll one die and consult the table here below

- (1) No IP
- (2-5) Gain one IP
- (6) Gain one IP, generate Enemy(A-1) placing the units on the nearest border of the map

SPECIAL RULES

Event Markers in this Scenario are revealed only when Character is adjacent to them.

EVENT MARKERS ACTIVATION (ADVANCED GAME)

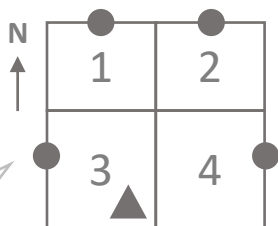
Not used in this Scenario

ENEMY ACTIVATION

	ENEMY	ORDER
1	Nearest (NPC)	Attack (NPC)
2	Nearest (PC or NPC)	Attack (Nearest PC or NPC)
3	Nearest (Enemy Unit)	Support (Nearest Enemy unit)
4	Nearest (PC)	Attack (Easiest PC)
5	Weakest	Attack (Easiest PC)
6	Engaged, Weakest	Attack (Weakest PC)

Night attack

A group of enemies attacking your camp! You must defend your camp and eliminate this new menace.



● Enemy entry points

▲ Warband Camp

OBJECTIVE: Starting from turn 8, you win the scenario if no more Enemies are on the map at the end of the turn (keeping control of the Camp is also a major objective). The scenario ends in any case after 12 turns.

REWARD: Gain 1 VP per surviving member of the Warband. If you've lost control of the Camp during the scenario you lose one (additional) RP.

TERRAIN

- ☐ Place the camp in Zone 3
- ☐ Place 1d3 obstacles (crates, rocks) in Zone 3
- ☐ Place 1d3 obstacles (crates, rocks) in Zone 4
- ☐ Place 1d3 trees in the western border of Zone 3
- ☐ Place 1d3 trees in the eastern border of Zone 4
- ☐ Place 1d6+1 trees in zones 1 and 2.

INITIAL SETUP

Generate one Enemy(A) group and place it on the board using the ENEMY GROUP PLACEMENT instructions.

Shuffle Event Markers 1..6 and place them on an opaque cup. You will draw one maker starting from turn 2.

ENEMY GROUP PLACEMENT

For each new enemy group roll 1d6:

- (1-2): group enters zone 1 (north border)
- (3-4): group enters zone 2 (north border)
- (5): group enters zone 3 (west border)
- (6): group enters zone 4 (east border)

EVENT MARKERS

- [1][2] Enemy(A)
- [3][4] nothing
- [5][6] Roll 1d6: on a result of (1-2) Enemy(A) otherwise nothing.

WARBAND AND CAMP PLACEMENT

Place a marker (or a terrain feature) in Zone 3 (your choice where) to represent the warband camp. The Player units can then be placed adjacent to the camp.

SPECIAL RULES

Enemy Reinforcements: starting from turn 2, the first time you draw the End Turn maker draw one Event Marker from the pool created in the initial setup. Resolve the corresponding event, placing the new Enemies (if any) using the ENEMY GROUP PLACEMENT instructions.

Night: LOS is limited to 6 MP.

Ambush! The PC units are unaware of the enemy presence: activated PC units can only execute the First Move action until one of the following events occurs:

- one Enemy attacks a PC, or
- one PC with an Enemy in LOS (max 6MP of range) successfully execute a DEX(8) check

CONTROL OF THE CAMP

The Camp is controlled by the side (Player or Enemy) whose units are the only occupant at the end of a combat turn.

If the Camp is controlled by the Enemy the Player immediately lose 2 SUPPLY.

ENEMY ACTIVATION

	ENEMY	ORDER
1	Nearest (Camp)	Hold (Camp)
2	Nearest (Camp)	Hold (Camp)
3	Nearest (Camp)	Hold (Camp)
4	Nearest (PC)	Attack (Nearest PC)
5	Nearest (Leader, PC)	Support (Leader, Enemy Nearest to Camp)
6	Nearest (Leader, PC)	Support (Leader, Enemy Nearest to PC)