

# Scenario 1: Shipwreck!

Seaside ↑ N	1	2
	3	4
	5	6

**OBJECTIVE:** you need to find at least two Lost Equipment crates (see box) and move them to the warband camp. Scenario ends when two crates are adjacent to the camp and there are no Enemies on Zone 3.

**REWARD:** Gain 1 VP per surviving member of the Warband.

## TERRAIN

The Western side of the Map represents the seaside.

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

- 1: One long abandoned ruin (small building) and 1d3 trees
- 2: 1d6+3 trees (dense jungle)
- 3: One collapsed big tree (impassable linear obstacle) and 1d3+1 trees
- 4: 1d3 Boulders (impassable) with 1d3+1 trees
- 5: One linear obstacle (ruined wall) and a large difficult terrain area (undergrowth, mud, rubble)
- 6: 1d3 trees on a difficult terrain area

## INITIAL SETUP

Shuffle Event Markers 1..7: place one marker in each zone near a terrain feature. Discard the remaining marker.

## EVENT MARKERS

- [1] Lost Equipment crate, defended by Enemy (A)
- [2] Enemy(A)
- [3] Enemy(A)
- [4] Lost Equipment crate
- [5] nothing (empty area). Roll 1d6: on a result of (1-4) reveal the nearest Event Marker.
- [6] Lost Equipment crate
- [7] nothing (empty area)

## Lost Equipment Crates

Lost Equipment Crates can be found when revealing one Event Marker: place a marker or a terrain feature on the Map to represent the crate.

One warband member that starts its activation adjacent to a crate can drag it during its activation: the character lose one MP for this activation and can only use its second action to Move.

## WARBAND AND CAMP PLACEMENT

Place a marker (or a terrain feature) in the western border of Zone 3 to represent the warband camp.

The Player units can then be placed adjacent to the camp.

## SPECIAL ENEMY: WHITE APES

For this scenario, use the White Apes as the only Enemy force.

## SPECIAL RULE: ENEMY AMBUSH

Each turn, the first time you draw the "End Turn" marker, if there are no Enemies on the Map roll 1d6: on a result of 6 one Enemy(A) group enters the map.

Roll another dice to determine where to place those units:

- 1: Northern border in Zone 1
- 2: Eastern border in Zone 2
- 3: Eastern border in Zone 4
- 4: Southern border in Zone 6
- 5: Eastern border in Zone 6
- 6: Southern border in Zone 5

## ENEMY ACTIVATION

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