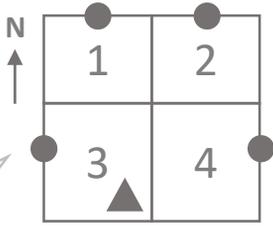


# Scenario 2: Night attack

A group White Apes is 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 (also see the CONTROL OF CAMP section for additional VP rules). If the total of VP is negative you lose one RP. If you've lost control of the Camp 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.

## SPECIAL ENEMY: WHITE APES

For this scenario, use the White Apes as the Enemy forces.

## INITIAL SETUP

Generate one Enemy(B) 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 marker starting from turn 2.

## 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.

## 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. Place the EM back in the pool if the White Apes Leader is on the Map

## SPECIAL RULES

**Enemy Reinforcements:** starting from turn 2, the first time you draw the End Turn marker 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 or range) successfully execute a DEX(8) check

## 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)

## CONTROL OF THE CAMP

The Camp is controlled by the side (Player or Enemy) whose units are the only occupant at the end of any unit activation.

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