

The Monster

Yls'Alh. This is the name given to the creature haunts the plain of Orian. The ruins hide the abomination, the only witness of a battle between a horde of plundering goblins and a convoy of Griffon templars, returning from a desert campaign against the Dirz with riches and spoils to honor Merin. While the goblins set their ambush, the templars were not surprised, and slaughtered the goblins. In the aftermath of the battle, the Abomination emerged from its lair and destroyed all survivors, leaving the bountiful treasure scattered here and there. The baubles hold no value for such a beast... only blood can quench its thirst.

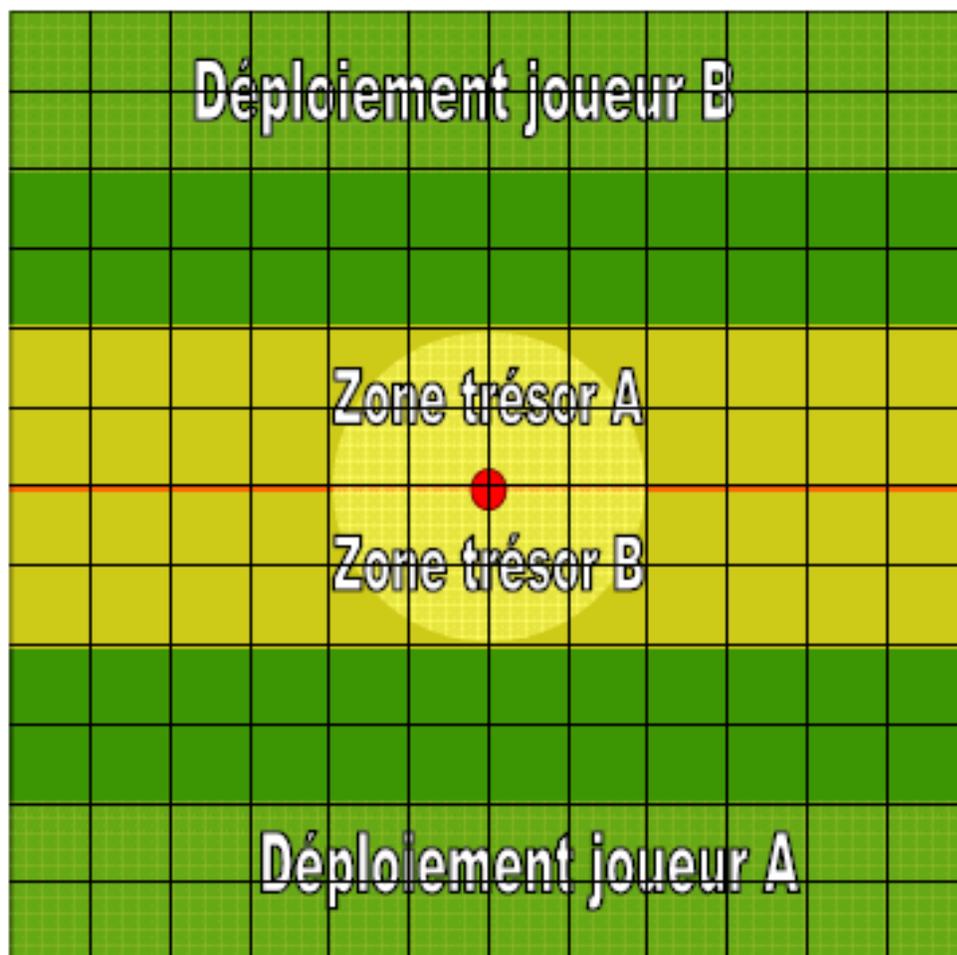
The plain is his territory, and while anyone can enter, no one can leave....

Format:

3000-3500 PA.

6 turns.

Attacker / Defender: NO



● Monstre

Field:

A monster is hiding somewhere in the middle of the field. Terrain should block lines of sight from the deployment zones (several walls surrounding the monster may do the trick). 6 treasures are scattered on the battlefield. Each player has 4 treasure pieces, and places them on the battlefield such that neither player knows which are full and which are empty.

The Monster:

The monster is hidden and it has two treasures. It lies somewhere in a circle of 20 cm radius around the center. Once a fighter gets in his zone, monster appears random (see rules of appearance random) in the circle 20 cm in diameter and plays immediately after the end of the activation of the unit that entered the circle. At this point, the monster tries to charge the unit closest to him. The monster is awake. Subsequently, he activates at the beginning of each turn. In addition, the monster is entitled an additional combat at the end of a round, after all units have been activated, provided it is in contact with a unit. If free of any opponent at the start of a round, the monster will tirelessly seek and destroy the unit closest to him, even if it is out of reach.

The monster has the following characteristics.

Rank 3, 2 points.

MOV: 15

DEF: 5

RES: 10

FEAR: 7

Firing

3D6 melee, ATT: 7, STR: 13

Skills: Immunity / Fearless, insensitive, bestial onslaught

Objectives:

-1 VP for each treasure in his possession at the end of the turn

-2 VP to the unit that slays the monster.

A unit can take a treasure without penalty. If it takes a second treasure, its movement is reduced by half. If it takes a third treasure, its movement becomes zero. A unit can not take more than three treasures.

Elixir points:

-2 EP per round for the control of the central circle.

-1 EP per round for the control of a terrain element included in the neutral zone (green belt dark). Players must define an element in each band neutral.