

# THE GUARD MAY DIE BUT WILL NEVER SURRENDER!



The guard may die, but will never surrender! *pitches a Lion company against a company belonging to any other nation. A small Lion colony has settled on the Avagddu plain. A company of guards led by Agonn is in charge of its protection. It is a test of endurance between the guards assisted by the settlers and a much larger enemy force whose numbers are limited. One of the sides will fall!*

Raiders, epidemics, bad harvests, dwindling game stock... The situation on the plain of Avagddu is harsh, to a point where some of its inhabitants are slowly dying away. The situation could no longer be tolerated by the champions of Light. A first group of settlers set out with an abundance of provisions, medicinal herbs and farming tools to help the wretched Kelts in their struggle for survival. The convoy is escorted by a small group of guards to scare off bandits. Unfortunately, even though the journey went well, the news of the new settlement spread across Avagddu. The community was soon attacked by merciless enemies. These might well be the remaining forces of another people throwing whatever it has left into the battle in a desperate attempt to survive... However they might as well simply be a band of raiders out for carnage and riches. In the end, the true reason behind the attack is the Rag'narok itself. The attack needs no other jus-

tification. The generalized conflict burning across Aarklash wants the guards, the settlers, and all those who find themselves within reach of a sword, an arrow or a spear, dead. No one can hope to stay out of the ultimate confrontation, it's everyone for themselves!

## GAMING MATERIAL

Are necessary to play this battle:

### Lion

- One *Hero Box*: Agonn;
- Two *Unit Boxes*: Guards.

Though not required, the scenario is more interesting with the following:

- Two *Attachment Boxes*: Guards

### Accessories

- Four to six terrain elements to represent a barricade 25 cm long.





## FORCES AVAILABLE

*The guard may die but will never surrender!* opposes two players: a Lion player and another playing any other army. The Lion player has two units of guards, including one led by Agonn. His opponent leads a company worth 1500 AP.

## APPROACH

The Lion player places the scenery as to represent a defensive position at the center of the battlefield, as shown on the map. He then deploys his troops inside this defensive position.

His opponent then places his troops within 15 cm of any side of the table.

## SPECIAL RULES

At the end of each round, if one of the units of guards of Alahan was eliminated, the Lion player may call "Cambronne!". In this case, the unit eliminated returns to the game, in formation, within ten centimeters of a Lion fighter still on the battlefield. If this is impossible, the unit does not return to the game.

## OBJECTIVES

Eliminating an enemy unit: 5 EP

## TRUCE

The game ends when one of the two players has no more miniatures in game. His opponent wins the game.

