

# BLOOD FLOWERS

THE BATTLES OF THE RAG'NAROK OCCUR BETWEEN THE PEOPLES OF AARKLASH PRIMARILY FOR RELIGIOUS REASONS, BUT CULTURAL AND HISTORICAL REASONS ARE A FACTOR, TOO. AS YEARS OF CONFLICT PASS AND RESOURCES BEGIN TO RUN OUT, THE ARMIES WILL INEVITABLY STAND AGAINST ONE ANOTHER FOR SURVIVAL.

BLOOD FLOWERS IS A SCENARIO WHERE THE POSSESSION OF VALUABLE NATURAL RESOURCES IS AT STAKE: THE PANACEA, A FABULOUS PLANT WHOSE MERE EXISTENCE HAS BEEN ELEVATED TO LEGEND.



*The Scorpion legends tell of ancient times, times when the Syharhalna was a fertile land illuminated by a generous sun. The jealous gods of other peoples brought war and made the Syharhalna paradise into the merciless desert it is today. During this period of war, many invaders plundered the ancient empire and took priceless artifacts with them. The Syhars passionately seek to recover their stolen heritage. What better opportunity than the Rag'narok to explore Aarklash and recover such valuable effects?*

*The Shamir scouts have recently discovered a living testimony to the glorious alchemical past: entire beds of panaceas, the miraculous flowers that were thought to only grow in the Syharhalna. These legendary flowers are a blessing to Syhare alchemy! Normally, Syhare alchemists would clone the flowers, but once cloned the panacea lose their medicinal effect. Unfortunately, the remaining patches are growing on Wolfen territory, and in order to obtain the panaceas it will be necessary to fight the savage beasts.*

*The Wolfen sternly defend and preserve territories where other civilized species have never exerted their corrupting influence. In ancient times one of these natural sanctuaries was the last refuge for a former Throne of Stars pack leader. After years of battle, he abandoned the path of hatred and adopted one of wisdom. He became a faithful of the goddess Yllia. He used his knowledge to treat the wounds of his brothers and sisters in arms with marvelous flowers obtained on his adventures. He was able to cultivate the land to accept the beautiful blossoms. Unfortunately, through the generations, his knowledge has been lost.*

*Recently, Grave Guardians have seen Scorpion scouts near the pack's ancestral tombs. It is time to take up arms: the warriors of Darkness return.*

## GAME MATERIALS

What you need to play this scenario:

- 1 Hero Box: Shamir
- 1 Hero Box: Throne of Stars
- 1 "Seal of the Dragon" terrain, available in the *Confrontation: The Age of Rag'narok* Starter Set

## FORCES AVAILABLE

**Blood Flowers** opposes the following companies (each player has 2500 A.P. to build his company):

Wolf Company: Throne of Stars (see *Army Book: Wolfen* pp. 26-28) led by Onyx.

Scorpion Company: Shamir (see *Army Book: Creatures of Dirz* pp. 27-29) led by Claudia Nesselith or Sykho Volesterus. The company cannot include a war machine.

## APPROACH



The map, opposite, shows the placement of several terrain elements. The Seal of the Dragon represents the knoll where the Wolfen pack leader is buried. Four elements on the surface of a Confrontation card are arranged in the surrounding areas according to the map. They represent Wolfen tombs blanketed with panaceas.

Each player will have additional terrain elements. They are placed on the battlefield in turns beginning with the youngest player.

- Two cards - representing panacea beds. They must be placed within 10 cm of the Seal of the Dragon
- Three terrain elements whose footprint must be smaller than the Seal of the Dragon. They must be placed 10 cm or more from the Seal of the Dragon.

## PANACEAS

The panacea beds are controllable battlefield objectives. During the control phase, a unit that has a magician and that controls a panacea bed can transform it into a miracle cure. The card representing the panacea bed is removed from the game; all members of the unit acquire "Care" until the end of the game.

**Care:** The player can save one or more members of his unit immediately after a Strength test. The player must say a prayer (out loud) to the patron god of his army. He rolls a die for each point of damage inflicted on the fighters of the unit. Each  or  cancels a point of damage.

## OBJECTIVES

### • Scorpion

The company transforms a panacea bed into a miracle cure: 1 Elixir Point/EP

For each panacea bed controlled during the control phase: 1 EP

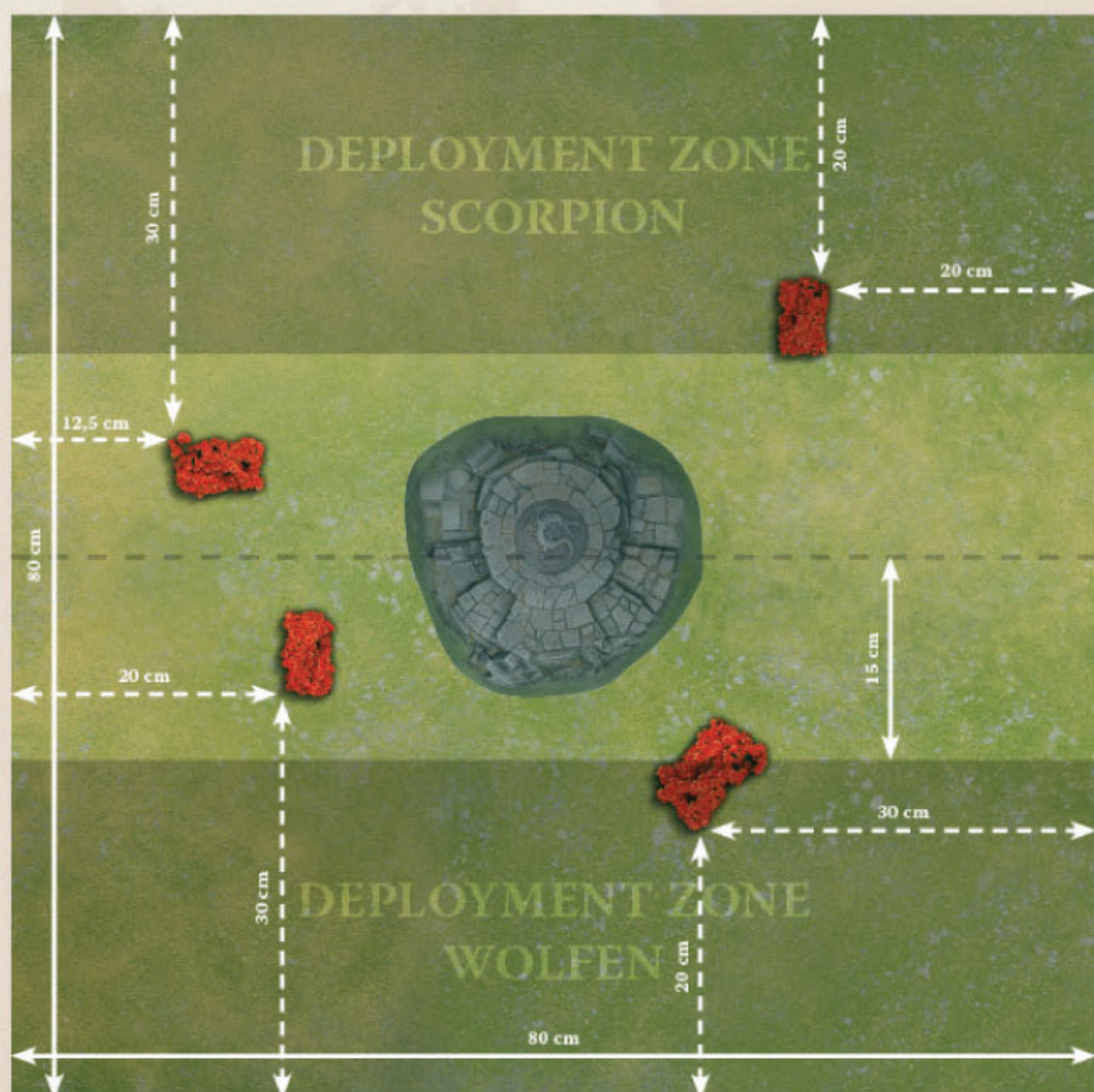
### • Wolfen

The company controls the Seal of the Dragon during the control phase: 2 EP

For each panacea bed controlled during the control phase: 1 EP

## TRUCE

The game ends when a player reaches 20 Elixir Points. If both players reach 20 EP at the same time, the game ends in a draw.



PANACEAS