

SCENARIO CONFRONTATION : THE AGE OF THE RAG'NAROK

NATURAL BALANCE



Natural balance opposes a Scorpion company and a Wolfen company, deciding the fate of the Wolfen vestals locked in the alchemical tanks. Will the captives be saved in time or will they be turned into bloodthirsty monsters by the will of Darkness? The players are racing against the clock.

The Wolfen are on the warpath... Scorpion warriors have raided their territory and captured vestals about to be blessed by the moon-goddess. The Wolfen sisters-in-arms summoned the warriors to hunt down the servants of Darkness. They soon tracked down the field laboratory; the young captives are about to be transformed into monsters. Rather dead than tainted, these vestals will either be saved or be executed, but none shall be allowed join the enemy!

The servants of the Scorpion are on the brink of a major discovery. Under the guidance of Claudia Nesselith, they captured young wolfen female and are about to operate an alchemical metamorphosis channeling the will of the god Arh-Tolth. However Claudia Nesselith had planned the Wolfen retaliation and had an army of guards deployed. The success of the metamorphosis is crucial and at least one specimen needs to be kept alive!

GAMING MATERIAL

Are necessary to play this battle:

Scorpion

- One *Hero Box*: Shamir;
- One *Unit Box*: Dasyatis Evolution.

Wolfen

- One *Unit Box*: Vestals.

Accessories

- Six small terrain elements the size of a *Confrontation* card (*Examples: a stone, a matchbox...*);
- Two large terrain elements the size of two *Confrontation* cards joined together by their length (*Example: a soda can on the side*).

FORCES AVAILABLE

Natural balance opposes 2 players: Wolf and Scorpion. They are given the same amount of AP to build their companies.

Scorpion : The company may belong to Shamir or to the Scorpion standard order of the banners. It must include at least one Dasyatis Evolution unit.

Wolfen : The company may belong to any Wolfen order of the banners. It must include one unit of vestals.

APPROACH

The companies deploy in battle lines (see *Rulebook p. 128*).

The large terrain elements represent alchemical tanks. The players then place the small terrain elements following the rules of War of positions (see *Rulebook p. 127*).

SPECIAL RULES

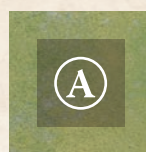
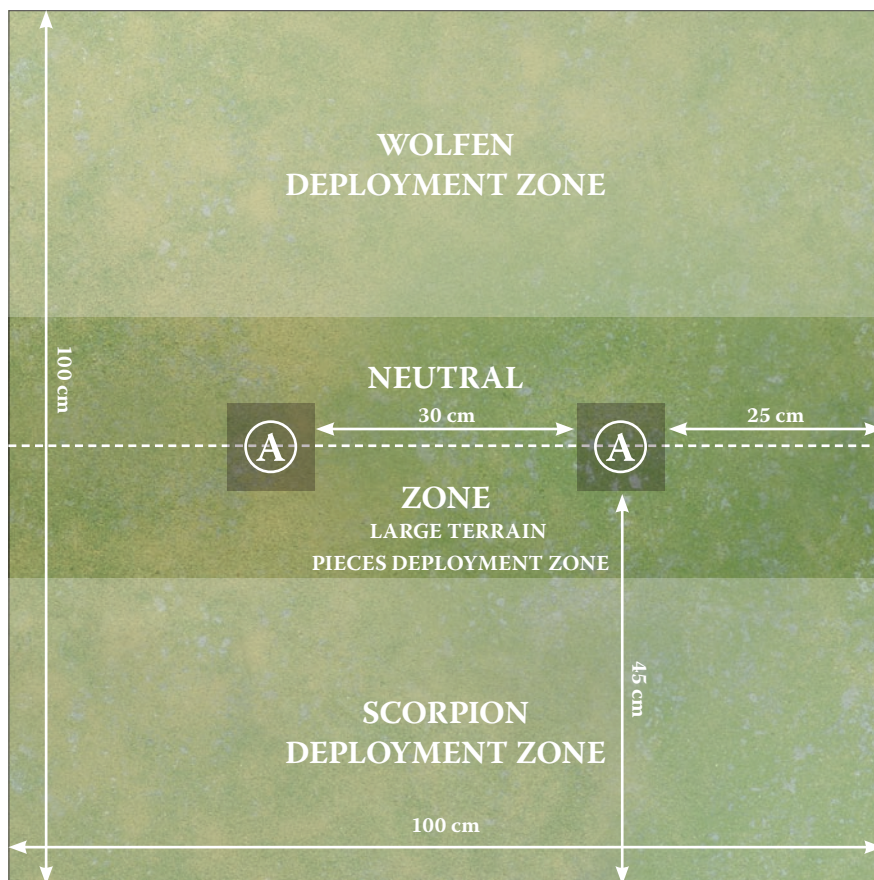
The metamorphosis of the captive vestals takes time. The process requires the presence of the fighters of the Rag'narok and genuine divine intervention.

The alchemical tanks are controllable battle objectives (see *Rulebook p. 98*). During the maintenance phase, the companies earn one EP for each alchemical tank they control.

The companies may spend EP during the maintenance phase to create fighters using the tank they control. The number of EP required appears in brackets

- **Scorpion (4 PE) :** The balance of nature has been broken! The tank opens, releasing a Dasyatis Evolution (see *Army Book: Creatures of Dirz p. 50*). It joins the closest Dasyatis Evolution unit, in formation and out of contact with the enemy. This may allow the unit to exceed its maximum number of fighters. Use a marker to keep track of the creature during battle.

- **Wolfen (3 PE) :** The balance of nature is restored! The tank opens, releasing a vestal (see *Army Book:*



LARGE TERRAIN PIECES DEPLOYMENT ZONE

Wolfen p. 49). She joins the closest Vestal unit, in formation and out of contact with the enemy. This may allow the unit to exceed its maximum number of fighters. Use a marker to keep track of the vestal during battle.



OBJECTIVES

• Scorpion

Eliminating a freed vestal: 3 EP
Eliminating a unit of vestals: 2 EP

• Wolfen

Eliminating a freed Dasyatis Evolution: 3 EP
Eliminating Claudia Nesselith: 2 EP

TRUCE

The game ends after the sixth round. The winner is the player with the most EP. In case of a tie the game ends on a draw.