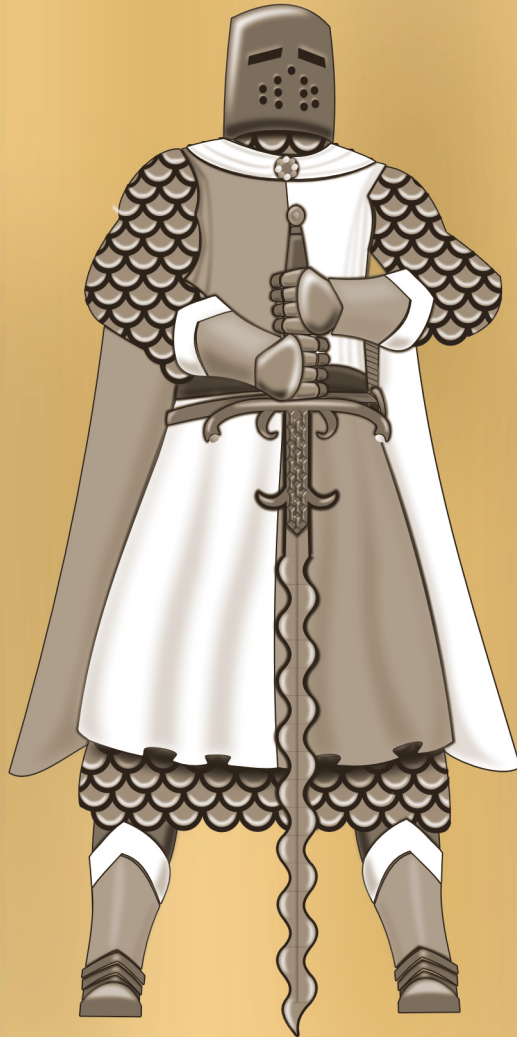


Human Scenario Book



Scouting Party

Sunlight came through the patterned glass of the window, casting the shape of a Grey Dragon onto the wall. It was quickly followed by the sharp screech of a waking Gryphon.

Alain du Helier stirred, got out of bed and approached the window. Through its thick glass he could see the hills to the castle's south. He smiled. Today was the day.

He left the castle by the main doors and crossed the courtyard towards the training grounds. A line of long bowmen were practicing their craft as foot knights drilled formations over and over. He glanced over his shoulder at the castle's highest window and saw his father looking down. He turned about and brought the handle of his zweihander twice to his chest in the traditional salute, then resumed walking. He came to a halt in front of the small contingent of men assigned to this morning's patrol and glanced at the lone knight stood in front of them.

Despite his advancing years, Jaques de la Croix cut an imposing figure. He removed his helmet, letting his long grey hair fall over his weathered face, then said "My liege. I thought you'd have been occupied today."

Alain gave him a wry smile. "This day is long my friend, plenty of time."

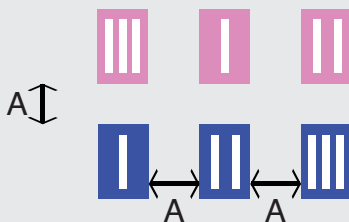
"Would your father agree on today of all days?"

"If only the threats to our people recognised the day."

"Very true my liege."

With that, they both walked towards the main gates.

Setup



Required Cards

Units

1 x (L) Infantry



1 x (L) Ranged



1 x (L) Cavalry



Terrain

Nil

Rules Cards

General Rules - Beginner
Medium

Aim

The aim of this scenario is to teach the basics of movement, combat calculations and match ups.

Special Rules

None.

Victory Conditions

Kill all enemy units.

Aftermath

Alain watched the last ork fall, then glanced at Jaques.

"I know what you thinking, but if we aren't back in time for your oath."

"These were just scouts...best we track down their main force quickly then."

"Yes, my liege."



Attack at Night

Alain stood as the scout approached, dismounted his steed and knelt in front of him. He then rose as he said "My liege."

Alain replied "Report."

"We've spotted a large force of Orks to the west. My unit is not sufficient to take them on alone, but--"

"But together." Alain then glanced at Jacques. "I know what you're going to say."

"And I know better than to say it. How do you want use to do this?"

Alain glanced at the scout. "Where's the nearest village?"

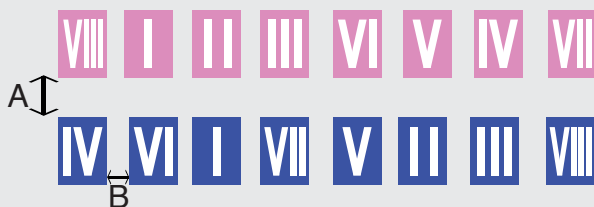
"To the east my liege, an hour's walk."

"That's where they'll be heading. We move to cut them off."

Jacques looked upwards, noting the position of the sun, nodded and called out "Form up."

The troops fell into formation and began to march. Under his helmet, Alain smiled. Hopefully these Orks would put up more of a fight than that small patrol they had just dealt with.

Setup



Required Cards

Units		Terrain
1 x (L) Cavalry	 	Nil
1 x (L) Ranged	 	Rules Cards
1 x (L) Infantry	 	General Rules - All
1 x (M) Cavalry	 	Infantry Rules - Beginner
1 x (M) Infantry	 	Cavalry Rules - Beginner
1 x (M) Ranged	 	Ranged Rules - Beginner
1 x (L) Monster	 	Character Rules - Beginner (3)
1 x (H) Character	 	

Aim

The aim of this scenario is to teach how to avoid unfavourable match ups, more complex combat calculations, once per battle abilities and using your units to block your opponents LoS.

None.

Special Rules

Victory Conditions

Kill all enemy units.

Aftermath

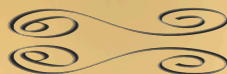
Alain wiped the blood from the blade of his zweihander, then inspected its edge, glancing towards Jacques as he did.

Jacques said "You want to find their camp, don't you?"

"If we don't kill them all, they will come back."

Jacques looked towards the east. "Their tracks come from there."

"Then that's where we go. Let's finish this."



Pitched Battle

Jacques approached Alain. "It's just a hunting camp, a few stone piles, nothing like our walls. Still, a hell of a lot of Orks, a giant, even a—"

"I saw. But if we catch them off guard, before they can prepare. That things stink will hide us until we're on top of them."

"To pull that off my liege, we will have to wait till sunset."

They both paused, then looked over their shoulders. A sound cutting through the wind, a sound they both knew all too well."

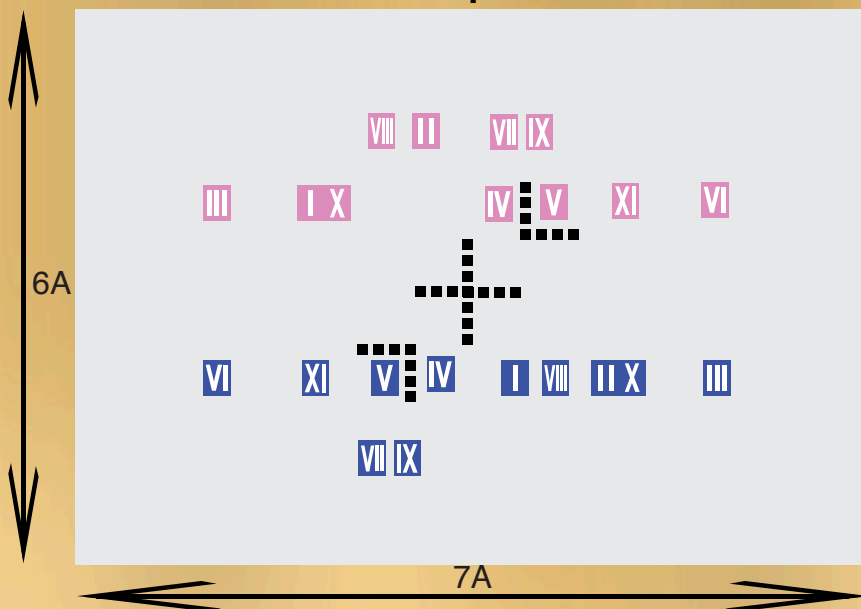
"I don't think we'll have to."

Caught in the sun, a shape coalesced, narrow body, huge wings. The fire was coming.

"Ready the troops, two minutes. She isn't coming on her own."

Jacques nodded and set about marshalling the soldiers into clear ranks as Alain stood and watched the rapidly approaching Grey Dragon.

Setup



Required Cards

	Units	
1 x (M) Infantry	 	
1 x (M) Ranged	 	
1 x (M) Cavalry	 	
1 x (H) Infantry	 	
1 x (H) Ranged	 	
1 x (H) Cavalry	 	
1 x (M) Artillery	 	
1 x (H) Monster	 	
1 x (L) Character	 	
1 x (M) Character	 	
1 x (H) Character	 	

Terrain

8 x walls

■ ■ ■ ■ = wall

Rules Cards

General Rules - All
 Infantry Rules - Beginner, Medium
 Cavalry Rules - Beginner, Medium
 Ranged Rules - Beginner, Medium
 Artillery - Beginner
 Monster - Beginner
 Magic - Beginner
 Character - Beginner, Medium
 Terrain - Beginner

Aim

The aim of this scenario is to teach terrain, magic, buffing, complex combat calculations, artillery, terrain destruction and AoE effects.

None.

Special Rules

Victory Conditions

Kill all enemy units.

Aftermath

They both watched as the Grey Dragon circled victoriously overhead. The ground was littered with motionless Orks.

Jacques said "We'd better head back my liege, or you'll be late for your own oath-taking."

Alain just nodded and rested his zweihander on his shoulder. The sound of rapidly approaching hooves made them both turn round. The scout dismounted, knelt in front of them, then hold out a rolled piece of paper. "My liege, your father sends orders."

Alain nodded and read them, then turned to Jacques. "Ready the crossbowmen and the foot knights, send the rest back to the castle."



Three Bridges

Alain looked at the trio of narrow bridges that crossed the canyon that separated the plateau from the desert. The orders had proven both timely and accurate as, on the other side of the bridges, a force of Orks were massing. Fortunately, the three bridges had been built for just such an occasion.

He looked at Jacques. "Seems we were just in time."

"Barely my liege, seems their main force is yet to arrive."

"We'll hold them here, buy time, then fall back. We...what is it?"

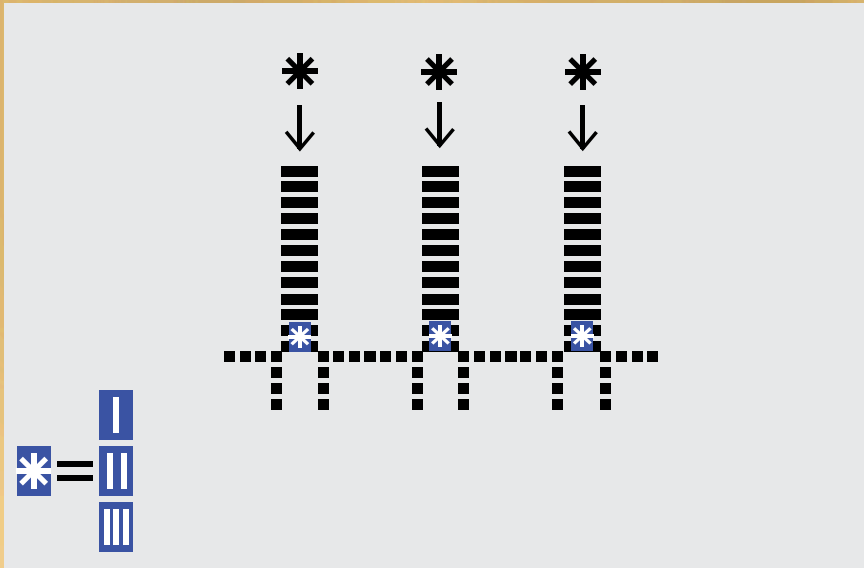
"Sorry my liege, we'll have to change the plan."

Jacques was staring ahead. Another force of Orks had just arrived and the advance had begun.

Alain snarled, then shouted. "Everyone to the bridges, defensive lines. We hold them, no matter what!"

Together with the troops, then began running towards the bridges as the Orks began their attack.

Setup



Required Cards

Units

3 x (H) Infantry 

3 x (H) Ranged 

3 x (M) Ranged 

Orcs - 3 x (L, M, H) Infantry
3 x (M, H) Cavalry

Terrain

19 x walls

■■■■ = wall

■■■■ = Flat wall terrain

Rules Cards

General Rules - All
Infantry Rules - All
Ranged Rules - All

Aim

Stop the orks from crossing the bridges.

Special Rules

Orks enter at North end of bridges, 1
of each unit type per entry point - *

Victory Conditions

Kill all enemy units. If any ork units
cross the bridges, you lose instantly.

Aftermath

Jacques yelled "There's too many of them!"

Alain called back "Sound the retreat, we fall back to the Keep!"

"Done, my liege."

He began shouting orders as the controlled retreat began.



The Outpost

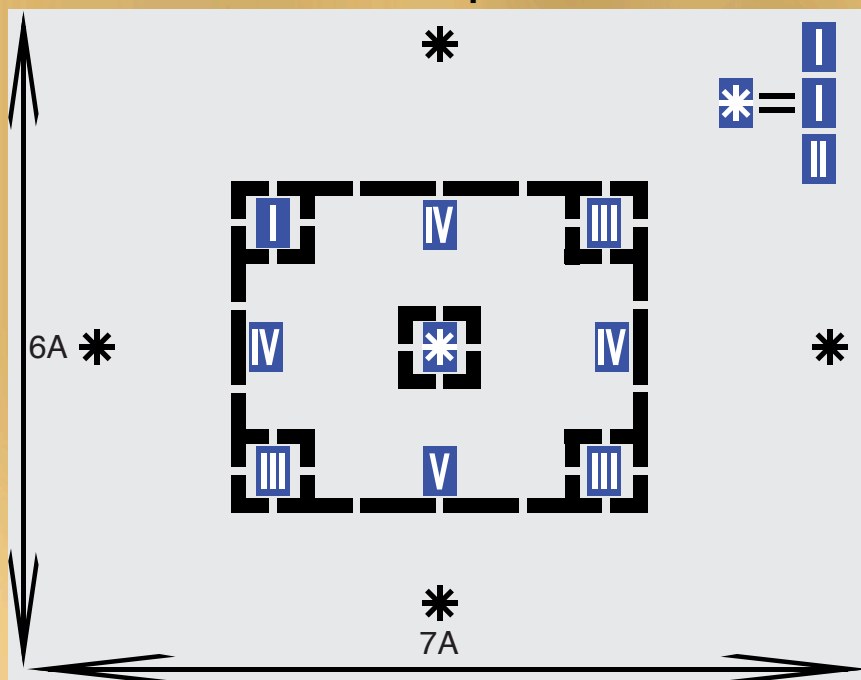
The bridges abandoned, the growls and grunts of orks at their heels, they reached the Keep, closed the gate and pressed themselves against it as a wave of green hatred crashed against it.

It creaked, groaned, but held. The orks retreated, but Alain had no doubt they were just repositioning. He was as sure of this as he was that it would only take them mere moments to prepare a more meaningful offensive. He removed his helmet and yelled out at the top of his voice.






"Longbowmen, standard bearer to the main keep, crossbowmen to the outer ones. Foot knights, pikemen, man the walls. Fell everything that moves beyond these walls! This keep will stand, no matter what, it will stand! Show these vermin the price of their insolence!"

With that, he climbed the steps to a vantage point and looked out as the orks began their charge. Jacques watched him and gave the glimmer of a smile beneath his helmet. The boy truly had come of age.

Setup

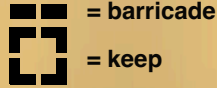


Required Cards

Units	
3 x (M) Ranged	
1 x (M) Character	
3 x (H) Ranged	
3 x (H) Infantry	
1 x (M) Infantry	

Orks start with (M) Artillery and (H) artillery placed at starting point of their choosing. Then shuffle the entire ork army deck and draw 8 cards each turn, placing them at starter locations of ork player's choice. Each turn, at least 2 starter locations must be utilised.

35 x wall



Rules Cards

General Rules - All
 Infantry Rules - All
 Ranged Rules - All
 Character Rules - All (2)
 Terrain Rules - Beginner
 Walls Rules - Medium (1,2)
 Advanced (3)
 Human Rules - Beginner
 Medium
 Advanced (1)

Aim

Withstand the ork attack.

Victory Conditions

Survive for 4 turns.

Special Rules

Human infantry units do not have a move action, instead, they reposition to any barricade terrain piece. This can be followed by an attack action.

Aftermath

They'd held attack after attack, but now the Orks had moved artillery into position and it was just a matter of time before the walls fell.

Jacques looked to Alain. "This is the real test my liege. Use the ruins, get us home."

Alain nodded and signalled to the standard bearer. The time had come to fall back.



Fall Back, Never Retreat

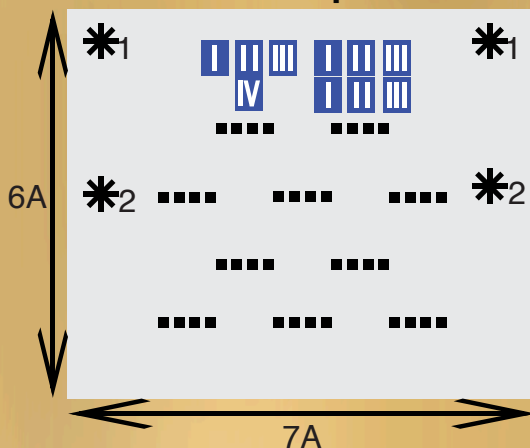
Behind them, the keep fell. To their left and right, the sounds of approaching Orks. Very soon they'd be under attack from three sides. The one thing they had in their favour was the characteristic of human outposts...the retreat path.

As they approached the first of the walls that marked its entrance, Alain formulated a plan. He knew that every last man here had drilled this over and over, learning has to assume defensive positions where every instinct told you to turn your back and flee, but doing so on the training grounds was one thing, it was another entirely when raw savagery was on your heels. Still he had to trust them and them him or none of them would see home again.

They reached the first wall as the rocks started to fall and the air began to sting due to elemental magic taking shape. The men got into position and the lines formed. As soon as it was set, Alain called out. "Hold the line, first unit, fall back to the left wall!"




Then the wave hit them.

Setup



Required Cards

Units

- 3 x (H) Infantry 
- 3 x (H) Ranged 
- 3 x (M) Ranged 
- 1 x (M) Character 

Orks start with 1 x (L) Character (spawn at either start point 1 - cannot be killed) and 3 x (L) Cavalry (spawned at either start point 2). Each ork unit killed causes 3 regiment units to be spawned immediately. (L) units spawn at 2, (M) and (H) at 1.

Aim

Escape from the ork army before you're overrun.

Terrain

10 x walls

■■■■ = wall

Rules Cards

General Rules - All
 Infantry Rules - All
 Ranged Rules - All
 Character Rules - All (2)
 Terrain Rules - Beginner
 Walls Rules - Medium
 Human Rules - Beginner (2)
 Advanced (1)

Special Rules

None.

Victory Conditions

At least 6 human units leave South side of play area.

Aftermath

Tired and drained, they finally reached the castle. His father, surrounded by his retinue, was stood at the gate waiting.

Alain dropped to his knee and said "Father, the bridges, the keep..."

His father just put a hand on his shoulder, then turned to Jacques. "How did he do?"

Jacques glanced up. "Admirably my king. He delayed their advance and got us home."

"Is he ready?"

"I would follow him again without a second thought my king."

The king turned round as Alain stared in disbelief at Jacques, then said "Make preparations for the oath taking ceremony."



Planting the Flag

Alain, despite his better instincts, remained in disbelief that this had been his father's plan all along. Purposefully turning a routine patrol into a brutal test of his own son. He heard the horns blaring and did his best to think of other things.

Weighed down by his ceremonial armour, he turned to face the double doors to the throne room, then glanced at Jacques as he joined him, holding the ceremonial zweihander in both hands.

"You knew about this all along."

"Of course my liege."

"I see."

"I also know what your father has planned for you next."

"Do I want to know?"

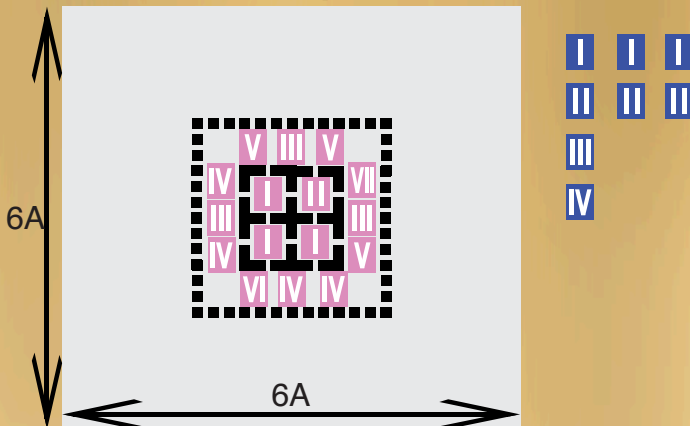
"No, but if I were you, I wouldn't get too used to such finery. Those Orks took one of our keeps, what sort of king would allow such insolence to go unpunished?"

The double doors opened and he saw his father sat in his throne.




"Just perfect."

As the music grew, he walked into the throne room.

Setup



Required Cards

Units		Terrain
3 x (M) Ranged		32 x walls
1 x (L) Artillery		■■■■ = wall
3 x (H) Ranged		 = keep
3 x (H) Infantry		
3 x (M) Infantry		
1 x (M) Monster		
1 x (H) Character		
3 x (H) Cavalry		
3 x (M) Cavalry		
1 x (M) Monster		
1 x (L) Character		

Rules Cards

General Rules - All
 Cavalry Rules - All
 Monsters Rules - All
 Magic Rules - All
 Characters Rules - All (1)
 Terrain Rules - Beginner
 Human Rules - Advanced (3)

Human player can set up their forces where they choose within the play area.

Aim

Capture the ork camp.

Victory Conditions

Destroy the four units in the central 4 buildings.

Special Rules

(L) artillery is treated as occupying the building.

(H) Cavalry can break down walls ((L) terrain) when charging.

(H) Character can dispel magic twice per game.

Aftermath

Alain looked round at the fallen Orks. Despite their force being far from ideal for the task, they had managed to capture a sizeable Ork base. They had no time to relax though, as the response would be as massive as it would be inevitable. They had to prepare.



Lay of the Land

The base may well be theirs, but it was painfully apparent that the Orks could barely construct a tent. Regardless, they'd come back soon, long before they had the chance to build anything but the most cursory of defences. That meant they'd have to do something different.

Alain turned to Jacques. "Plan initial defensive positions, find me anything we can use."

"There won't be much here."

"I know, but they'll be better than nothing."

"My liege, they won't be ready by nightfall."

Alain just nodded. "Let's try and figure out where they'll be coming from. We ready the troops for a night attack."

"That makes sense."

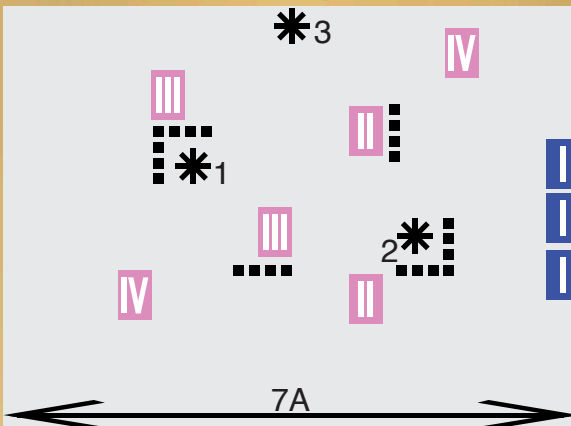
"I wish it didn't. Ready a search party."

"That's a risk, there's more than just Orks roaming these lands."

"It's one we must take. Volunteers only, tell them not to engage anything. The more we know, the better our chances of making it through the night."

Jacques just nodded and left to deliver the good news.

Setup



Required Cards

Units

3 x (L) Cavalry **I**

2 x (L) Monster **II**

2 x (M) Monster **III**

2 x (H) Monster **IV**

Terrain

Nil

Rules Cards

General Rules - All
Cavalry Rules - All (1)

Special Rules

Ork player uses both human and ork monsters to represent wild monsters.

Monsters must move towards the nearest human unit on their activation.

Aim

Find traces of ork activity in the surrounding area.

Victory Conditions

Reach each objective in numerical order, then leave play area by southern edge.

Aftermath

The sun was setting as the scouts approached them. The lead one dismounted and knelt in front of Alain.

“My liege.”

“A force of orks?”

“Three. Their scouts are about a half hour behind us.”

Alain just nodded. A night attack it was...and they hadn't been able to construct a single defence.



Things that Go Bump in the Night

Silence. A clear sky. The kind of sky where a full moon would have helped no end, but there had to make do with just the merest of crescents. They'd set fires on the perimeter and placed lookouts as best they could, but all of these would only help when the Orks got close enough.

The men were on edge, nervously fidgeting in their assigned positions. Still there was nothing out there but silence.

Alain glanced at Jacques, then whispered "They're out there."

Jacques nodded.

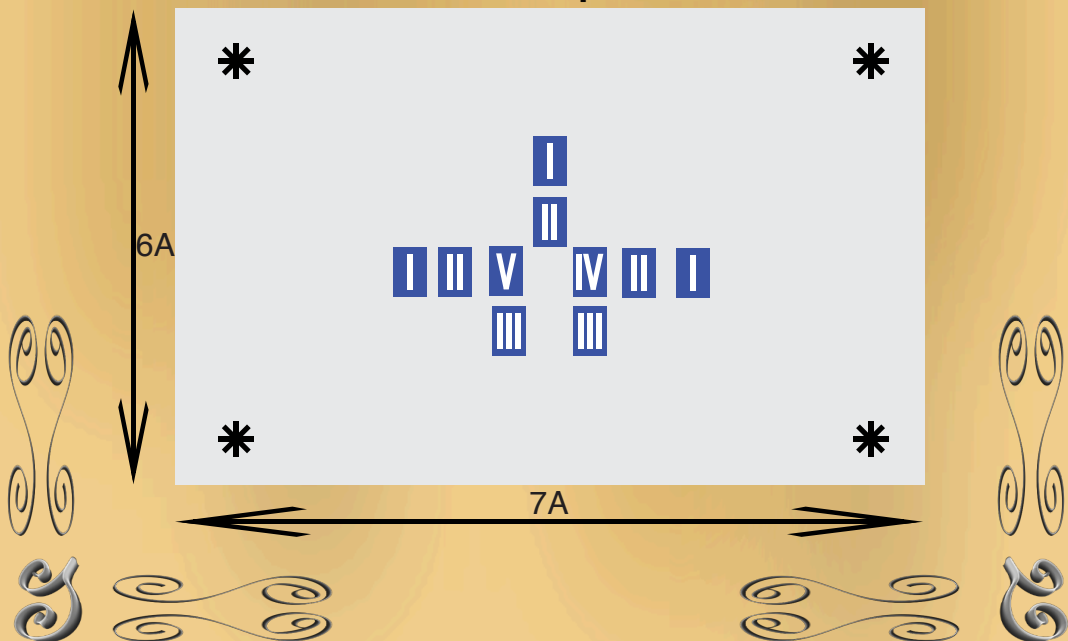
A loud snap to the north. It was just a twig trodden on by some careless foot, but in all this stillness, it might as well have been a thunderclap. The men immediately became nervous, all eyes locked on the north.

Just silence and stillness.

Then it came. Chanting, guttural roaring, in the darkness. To the north. The east. The west. Getting louder and louder.






Then it stopped dead and silence took hold once more. This was it.

Setup



Required Cards

Units

- 3 x (H) Infantry 
 3 x (H) Ranged 
 2 x (M) Ranged 
 1 x (L) Artillery 
 1 x (M) Character 

Ork player uses entire army deck shuffled. See special rules for 'blips' explanation.

Terrain

Nil

Rules Cards

General Rules - All
 Infantry Rules - All
 Ranged Rules - All
 Artillery Rules - Beginner
 Advanced (2)
 Character Rules - All (2)
 Human Rules - Advanced (1)

Aim

Make it through the night.

Victory Conditions

Survive for 5 rounds.

Special Rules

Human Rules - Advanced (1) applies to all human units.

Each round, the ork player generates 8 blips (represented by spare tokens), allocating 2 per starting point - *

Blips have a movement of 2A.

If a blip falls within LoS of a human unit, it is replaced by the topmost card of the ork army deck.

Aftermath

Despite the darkness, Alain could make out bodies laid in every direction. Oak and men left equal in the dirt. It had been a fierce night, but they had fought them back and survived. He exchanged a glance with Jacques, who then nodded. They had to prepare those defences since they both knew that much, much worse was still to come.



The Last Stand

They'd only managed to set up a few cursory walls when the scouts spotted the first of them. They came from every direction, more Orks than they could hope to count. They raced to the walls, took up their positions and readied themselves. If this was, as predicted, a major attack, then they would come in waves, each bigger and more terrifying than the one before.

Alain glanced at Jacques. "How do you rate our chances?"

"If those walls hold."

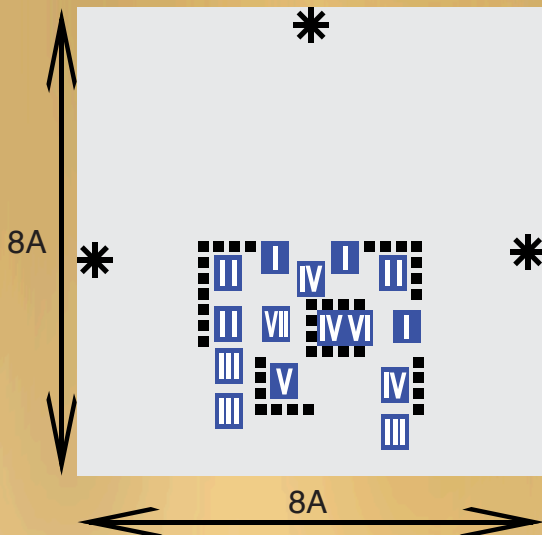
Alain glances over their defences. "How many do you think are out there?"

"Enough my liege."

Alain just tightened his grip on his zweihander, then put on his helmet. He stared out over the desert. "Then they all will fall."

And fall soon, as the first wave came into view.

Setup



Required Cards

Units	
3 x (H) Infantry	I
3 x (H) Ranged	II
3 x (M) Infantry	III
3 x (M) Ranged	IV
1 x (L) Artillery	V
1 x (M) Character	VI
1 x (H) Character	VII

Nil

Rules Cards

General Rules - All
 Infantry Rules - All
 Ranged Rules - All
 Artillery Rules - Advanced (2)
 Character Rules - All (2, 3)
 Terrain Rules - Beginner
 Walls Rules - Medium
 Human Rules - Beginner (1)
 Medium (3)
 Advanced (1)

Aim

Survive until reinforcements arrive.

Victory Conditions

Survive until the end of round 6.

Special Rules

Ork player shuffles their entire army deck then draws the following number of units each round, deploying them equally amongst the 3 starting points

- *

Round 1 = 5 units
 Round 2 = 7 units
 Round 3 = 9 units
 Round 4 = 11 units
 Round 5 = 15 units

All killed units are returned to the bottom of the ork player deck.

If the ork player runs out of cards at any point, the human army automatically loses due to being overrun.

Aftermath

Alain removed his helmet and let it fall from his fingers to the now red desert. He then let the tip of his zweihander enter the sand and rested his elbows on its guard. They were exhausted and all sported injuries, but they had survived. They had forced the Orks back. This new land was now theirs.

Epilogue

The final stone was lifted into place and the keep was now built. Both barricades and walls were in place and the first few houses were being built. The Orks had not yet returned, having well and truly learnt their place. This land, like so many before it, had been surrendered to humanity and now the blue and white of their flag flew over the land.

Alain stood beside Jacques and said "I thought they'd have come back by now."

Jacques replied "Give them time, it's what they do."

They turned to face the sound of an approaching horse. Its rider dismounted and knelt before him, then handed over some papers. "My liege, your father sends word."

Before he had a chance to read it, a horse and cart with sizeable escort arrived, carrying a huge, mottled grey egg. A Grey Dragon egg.

Alain turned to Jacques, both of them understanding the significance of its arrival. "Place it in the tower."

Four men took the egg from the carriage and carried it towards the keep. So this was it, the symbol that indicated the right to rule a new land was here. Soon it would hatch and a new dragon would watch over this new land.

Alain then looked out over his land. Orks, dwarves, elves, centaurs, let all of them and more come. Their walls would stand and no one would take this land from them now.