

BORDER WARS

(Converted from a Confrontation scenario idea by Alexander Gernjak (ALPCORD))

Scenario Story

The continuous expansion of the nations of ArcWorlde means that borders are constantly shifting. Two Warbands have been dispatched to a contested area defined by a line of ancient, powerful Boundary Stones. Victory will go to the side that can push the stones furthest into the enemy's claimed territory and establish dominance on the field.

Game Value

Players Choice but between 400-500 GP works well (This suggests a game requiring approximately seven Boundary Stones to manage on a typical 3x3 table).

Environment & Terrain

A minimum of four elements of standard scenery should be placed by the players. More scenery is preferable. The environment is open (Open Terrain).

Deployment

This scenario uses Long Edge Deployment. Players deploy their Characters within 6 inches of the opposite long board edges.

hazards

N/A

Unique Game Elements

The scenario requires seven Boundary Stone Tokens (or counters) to be used.
Placement: The Boundary Stones are placed equally spaced along the median line (the central line running perpendicular to the long table edges). No stone should be placed closer than 6 inches to either short table edge.

Properties:

- The stones are Indestructible. They are fixed, uncrossable pieces of terrain.
- The median line divides the table exactly into two halves: Player A's territory and Player B's territory.

Pushing the Border (The Push Action)

The goal of the game is to move these stones into the opposing player's territory. Moving a stone requires a Character to dedicate effort during their Activation. A Character in base contact with a Boundary Stone may attempt a Medium Feat to push it into the opposing player's territory.

Push Constraints:

The push attempt may only be made if all the following conditions are met:

1. The attempting Character is not currently Engaged in Melee Combat.
2. No enemy Characters are in base contact with the Boundary Stone. (Note: The scenario assumes standard ArcWorlde rules for summoned characters unless otherwise specified, but generally allied summoned units will be counted as friendly for control purposes.)

Effect of a Successful Push: If the Medium Feat is successful, the Boundary Stone Token immediately moves 2 inches directly into the opponent's table half (perpendicular to the median line).

- If the movement is obstructed by terrain or a Character, the stone stops in base contact with the obstruction.
- The pushing Character maintains base contact with the stone, moving along with it. (Note: The maximum movement of a single stone is limited to 2 inches per successful attempt, reflecting the difficulty of forcing the border markers.)

Fabled Artefacts

N/A

Victory Conditions

The game lasts for five Rounds. Victory Points (VP) are earned as follows. Control/Placement is determined at the end of the game.

1. Territorial Dominance: 2 VP are awarded to the player who has more Boundary Stones located entirely within the opponent's half of the table.
2. Deep Penetration: 1 VP is awarded to the player whose Boundary Stone is furthest from the median line (i.e., deepest into the enemy territory). If the furthest stones for both players are the same distance from the median line (meaning the stone is still on the median line, or equally pushed into both halves), this VP is not awarded.
3. Control of the Battlefield: 2 VP are awarded to the player who has a higher total GP value of Characters positioned entirely within the opponent's half of the table. Characters positioned across the central median line do not count for this objective.

(This results in a total of 5 VP available.)

Map

Feel free to draw or sketch out the suggested map/terrain layout on the grid below

	A		B		
1					3
					4
2					5
					6
	C	D	E	F	

Describe or outline the map layout or features. Co-ordinates may be useful