

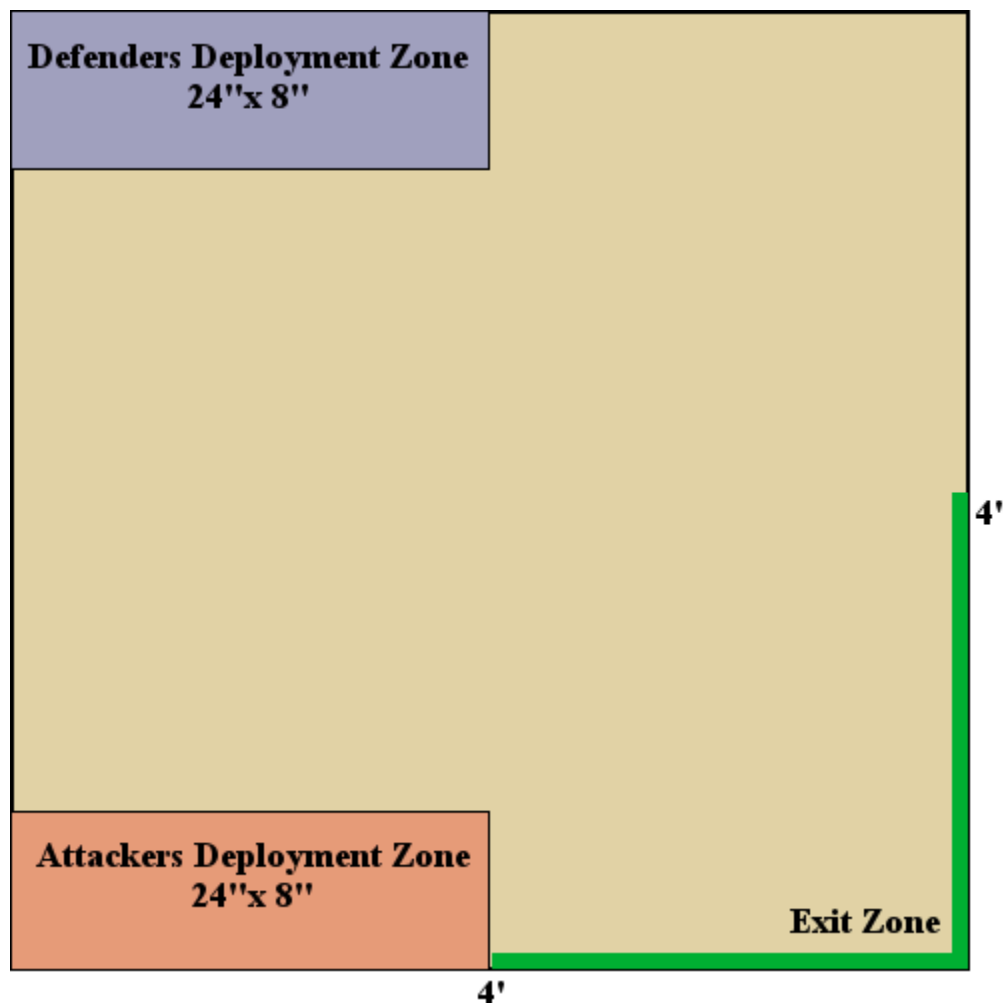
Narrative Scenarios:

The Message Must Get Through!

Important information must make its way past the attackers lines, but the attacker is upon us! We must hold them off and force a gap through their lines so word can get out!

Set up.

Played on a 4'x4' board. Place terrain as you see fit.



The attackers deploy within 8" of their edge, up to the halfway point along their side of the board. The defenders deploy along the opposite side, within 8" of the edge, up to the halfway point along their side of the board.

Special Rules

The defender must move a unit off the board. The exit zone is anywhere along the edges diagonally opposite from where they deployed, up to the halfway point from the corner.

Outcome.

The defenders win if they manage to exit the board with a unit that is not disordered, from their exit zone. The attackers win if they can prevent this. The game lasts for 8 turns.

Narrative variations:

You're under siege! You need to get word out to a relief force.

The enemy has stolen vital information, but you have cornered their forces before they can get away. Stop them from escaping!

You have uncovered a plot against the king! Word must get out before the rebels can make their move!