

BATTLE OF THE CHIEFS

(Converted from a Confrontation scenario idea)

Scenario Story

Two powerful Warbands have met, but the leaders, known as the Chiefs, have decided the fate of their forces will be determined by single combat. The rest of the armies stand witness, ensuring the duel is fought with honour. The Chiefs must prove their martial supremacy without showing weakness or cowardice, while their followers attempt to support them without directly intervening in the duel.

Game Value

Players Choice but between 400-500 GP works well

Environment & Terrain

A minimum of four elements of standard scenery should be placed by the players.

Crucial Scenery Rule: No scenery should be placed within 4 inches of the dead centre of the table. The environment is generally considered

Open Terrain

Deployment

This scenario uses Line of Battle deployment.

1. Commanders First: The opposing Commanders must be deployed first, placed in base-to-base contact with each other in the dead centre of the table.
2. Remaining Forces: All other Characters deploy normally within 6 inches of opposite short board edges.

hazards

Describe or outline any scenario hazards

Unique Game Elements

The Duel of Honour

The main objective is for the Commanders (Chiefs) to eliminate each other while maintaining their honour. Honour is lost if a Commander is deemed to have "Backed Down."

A Commander is considered to have "Backed Down" if they perform any of the following actions during the game while they are still alive:

1. **Direct Interference:** A friendly Character (any Character other than the Commander himself) targets or affects the opposing Commander with any form of Attack (Melee or Ranged), Spell, or Special Game Effect.
2. **Voluntary Retreat:** The Commander makes a voluntary Move (using their free movement or Legging It) that does not end closer to the opponent's deployment zone (i.e., moving laterally or retreating is backing down). Moving into Melee Combat (Charging) does not count as backing down.
3. **Fleeing:** The Commander makes a Flee movement (i.e., fails a Bravery Test and flees).
4. **Leaving Level 0:** The Commander voluntarily leaves the ground level (level 0). This includes attempting Feats to climb onto Impassable Terrain, using abilities/Spells to Fly (such as the Fly Trait or Arclink Spell if available), or activating any rule that grants vertical movement.

Tracking Backing Down: Players must record the Round in which their Commander first Backs Down.

Fabled Artefacts

N/A

Victory Conditions

The game lasts for five Rounds, or until a satisfactory conclusion is reached. Victory Points (VP) are earned as follows:

1. The Kill: 2 VP are awarded if the opposing Commander is Knocked Out (or removed from the table) at the end of the game.
2. The Survivor: 1 VP is awarded if your Commander is alive on the table and not Broken (not in Rout) at the end of the game.
3. Last Man of Honour: 2 VP are awarded if your Commander was the last Commander to Back Down.
 - If neither Commander Backs Down: This VP is awarded if your Commander is alive (and not Broken) and the opponent's entire Warband has been Knocked Out.
 - If both Commanders Back Down in the same Round/Activation: This VP is not awarded to either player.

Map

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

	A		B	
I				3
				4
				5
2				

					6
	C	D	E	F	

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