

Totem Trouble by Tim Peaslee

A major battle is to be fought in the morning. In order to assure your victory, the priests have gathered to prepare and create a Totem of Battle. You and your force have the honor of protecting them. As your priests begin the ritual, you realize that across the field the enemy priests are doing the same thing. If you could just stop their ritual, victory would be assured.

Objective:

Protect your in-progress Totem and your Priests while attempting to eliminate your opponent's Totem and their Priests.

Deployments:

Armies setup following the normal deployment rules. Refer to the associated map to discover where each player's Totem of Battle and Priests will be setup.

Special Rules/Notes:

For this scenario, players receive an in-progress totem and 5 priest models in addition to their regular army build. Those priests supplied must be fielded as their own banded troop and add a card to the initiative deck as normal.

Priest

DMG 0 1

MOV 4 3

DIS 7 6

DV 9 9

MD 13 12

SA: Fearless, Band, Stealth

MAV 3 2

#MA 2

CP 8 7

SP: 2/2 SA: Innate Spell (Cure 1)

As the priests are not finished in their work, the monument that they work on is not yet a fully functioning Totem of Battle and therefore it does not provide any benefits to the army. But, it can still be defiled as normal. The Priests may conduct a specialty action if they are within 2'' of the Totem on their activation that will go towards preparing the Totem of Battle. It takes a total of 15 specialty actions used in this manner to activate the Totem of Battle (see rule book for its effects), and no other model in your troop besides the Priests can help in the preparation. Any player that included a Totem of Battle as part of their own army list may still use it as normal with no conflicts with this scenario (the objective of this scenario remains the monument that the priests work on).

Scenario Points:

Each player gains 1 Scenario Point for each friendly priest alive at the end of the game (max 5).

Each player gains 1 Scenario Point for each enemy priest that is eliminated (max 5).

