



Web Scenario 1: Proving Your Worth

A challenge is issued, and two leaders drive their armies forward to capture territory and demonstrate their superiority.

Victory Objectives

90-minute time limit. Be the first to gain 21 victory points and/or eliminate all of your opponent's units. In this scenario, victory points from commanding control terrain can be gained only by commanding the control terrain on the side of the battlefield opposite that of where you deploy. You gain no points for commanding control terrain on the half of the battlefield where you deploy, but you can still contest it. All victory points in this scenario are gained as follows:

Points Condition

- 3 For commanding control terrain on the side of the battlefield opposite that of where you deploy.
- 2 For eliminating an enemy formation unit.
- 1 For eliminating an enemy sortie unit.
- 1 For downing an enemy commander figure (yellow).

Army Size/Composition

Two-player game; one player per side; 7,000-point build total; eight order points per turn (4 order points per ambush turn). Each army must contain at least one yellow commander unit.

Battlefield Condition

HEROIC ADVANCE—If one of your units moves and makes a close combat attack that results in the elimination of an enemy unit, you can move that unit 1 step without issuing it an order. This step does not provoke breakaway attacks.

Preparing the Battlefield

Place terrain as indicated below. No additional terrain is placed.

