

The Fire Starters

(Medium Difficulty)

Weakening the enemy also defeats him: destroy his resources, his food, his home, and you destroy his morale.

Objectives:

The Attacking player attempts to burn his opponent's houses.

The Defending player attempts to protect them from fire.

Deployment

The Defending player deploys up to 15 cm away from the median line.

The Attacking player deploys up to 30 cm away from the short ends of the table.

Duration: 6 Turns

This mission requires an **Attacker** and a **Defender**.

Three Confrontation cards are placed lengthwise on the median line, one in the center of the table and the 2 others 10 cm from the edge of the table.

These cards represent houses and are considered to be large-sized elements of scenery.

The Attacking Player:

- The Attacker has 2 "fire" counters to assign to fighters in his army list.
- A fighter may not carry more than one fire counter at a time.
- The first fire counter is revealed at the moment the carrier is deployed.
- The second fire counter remains hidden until turn 3 and is then automatically revealed.

Warning! The rules for "Carrying" (see Conditions of Victory, right) apply to the fire counters.

Special Case: Scouts do not benefit from their special deployment if they are in possession of a fire counter. Thus, they cannot be deployed outside of their Deployment Zone and they are not invisible.

The Defending Player:

- The Defending player cannot seize the fire counters in any way.
- Likewise, he cannot cover a fire counter with a figurine's base.

A carrier who ends his movement (including pursuit movement) in contact with a house may immediately place a fire gem. The area is considered to be on fire.

After having set a house afire, the carrier of the fire marker may take no other actions.

At the end of each turn (including that where the gem was placed), add a new gem and then count the Effectives of each camp in contact with the burning house.

The player with the higher Effective may then choose to add or remove a number of markers equivalent to the difference between his Effectives and that of his opponent.

If all of the markers are removed from a house, the fire is extinguished.

Special Case: Summoned models are not counted as Effectives on the turn they are summoned.

The houses do not have structure points and burn without breaking down.

Victory Conditions:

At the end of the game, the Attacker receives 1 VP for each house on fire. The Defender receives 1 VP for each house that isn't on fire.

Bonus

- 50 AP for the Attacker for each Fire counter in his possession.
- 50 AP for the Defender for each Fire counter not in the possession of the Attacker.

(Maximum Bonus: 100 AP.)