

Scenario Five: There's No Place Like Home

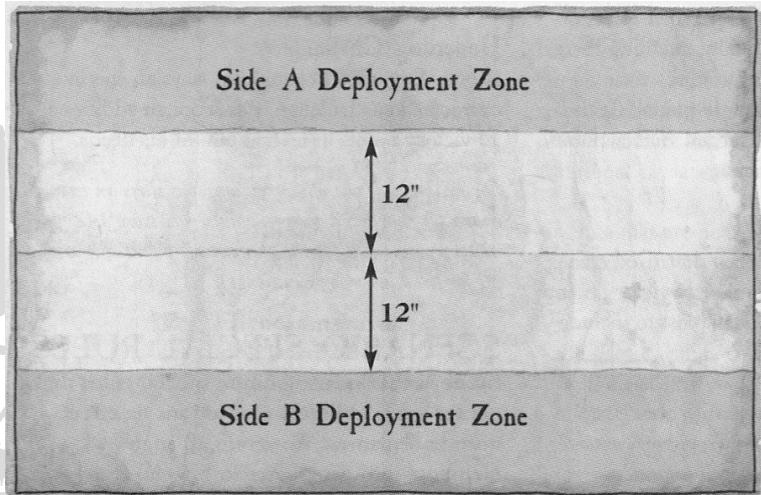
In the shadows of the Emerald City you've finally reached your goal. Your wizards have opened a portal back to your home, and inscribed powerful runes upon your standards to help control the portal. Enemy wizards have done the same and a battle to control the portal is upon you.

Deployment:

Both players roll a D6, with the winner choosing a side and setting up first unit or can defer to their opponent. Players alternate setting up units per BRB. Set up as shown in the Battlefield Figure.

Players roll d6 to determine first turn, with the player who finished setting up first receiving +1 to the roll.

Battlefield:



Game Length:

Six turns, unless time is called before.

Victory Conditions:

The winner is determined by victory points.

Special Rules:

You are fighting to control the magical portal. Control of the portal is achieved by keeping your standards in close proximity to the center of the table. At the end of each game turn, count up the number of standards each army has within 12" of the table center, with any battle standard bearers counting as two. The army with the most standards within 12" of the table center for that turn receives 75 victory points, to a max of 300. Each game turn it is possible for one army to earn 75 victory points.

Bonus Battle Points:

- +1 Your general or the unit he is with is within 12" of the portal at the end of the game.
- +1 Have more standards within 12" of the portal at the end of the game than your opponent. (The battle standard bearer counts as two.)
- +1 For each unit you have within 12" of the portal at the end of the game. Note, the units do not have to have standards to score this bonus point. (Max 3)

See the Victory Points Chart (located behind the 5th scenario) to determine win / loss.