



# Tactical Assault: Fantasy Cards™

## Scenario #5: Swamp Stop

"With a slow methodical march, we headed into the foul smelling depths of the Darkland Swamps. All General Tipanius had told us was that the Goblin King was on the march into the swamps to try and outflank the army. We were heading in to meet him, and give his army a nasty surprise.

We marched for what felt like days through the muck and mire, though we could never be sure. Keeping time was difficult, as very little daylight made it through the thick canopy of diseased trees above us.

When we reached a major trail junction, our Captain issued orders to the company for deployment. We were to block a small trail that bypassed the main one, so the Goblins couldn't get around our blocking force.

After what felt like an eternity, we finally heard the sounds of battle back on the main trail. The clanging of metal, the screams of the wounded and the sizzling crack of magical bursts. Then we saw them. A detachment of Goblins, with their foul Wolf-Hounds, were coming down our trail. We set for their charge and waited.

Just as they let out a murderous howl to begin their charge, all hell broke loose. From above us there was a mighty crash as Shadow Drakes with Goblin Spear Riders burst through the twisted canopy of the swamp trees. Swooping down, they speared all who tried to run before them. This was followed by a series of brilliant flashes, a wave of heat and searing pain - magic had been unleashed into our ranks!

Now the air was filled with the screams of the wounded, the smell of burning flesh and the howl of blood-lusting creatures bent on destruction. None of us thought we would survive this, but we had to stand firm. If we didn't stop them, the whole army could be threatened with annihilation..."

*Memoirs of a soldiers who fought at the **Battle of Seven Trails***

### SETTING

In a near impassable swampland two armies collide. The terrain is narrow, restrictive and gives little advantage to either side. If either force is broken, a route would ensue that would surely lead to the loss of an entire army. Can you avoid this fate?

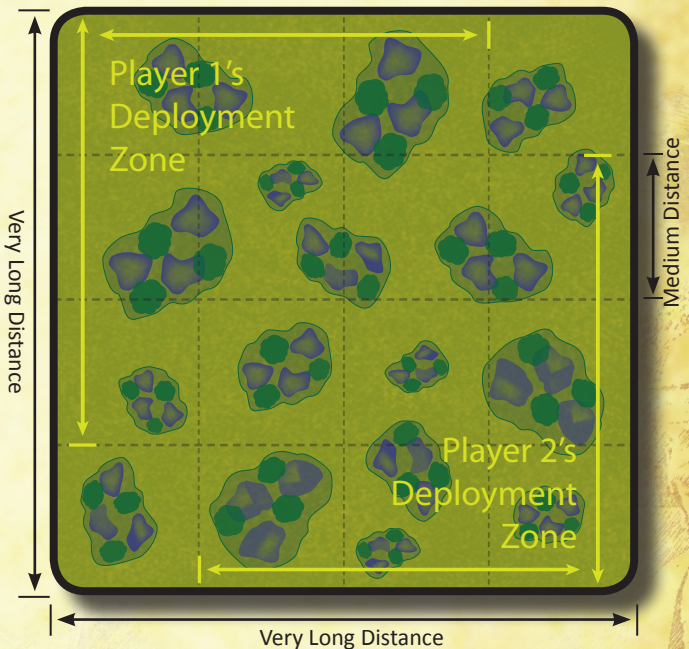
### THE BATTLEFIELD

The battlefield is punctuated by frequent patches of **Impassable Covering Template Terrain**, leaving only narrow winding trails for movement and fighting. When setting up the terrain, the key elements are numerous Impassable Covering Terrain Templates and lines of sight that do not extend beyond **Long Distance**.

### FORCES

There are two forces in this battle which are designated **Player 1** and **Player 2**. The forces involved should be of equal size and are subject to the following restrictions: no **Chariot** or **War Machine Units**.

### THE MAP



### SET UP

Set up is per the **Standard Game**, though each side must deploy their forces within their specified **Deployment Areas** (see map). Determine who places the first unit and who takes the first turn as per the **Standard Game**.

### SPECIAL RULES

**SWAMPY AREAS:** The battlefield is broken up by patches of impassable swampy terrain. These should be classified as **Impassable Covering Terrain Templates**, meaning the areas cannot be moved into and lines of sight are blocked by them.

### VICTORY CONDITIONS

**VICTORY CONDITIONS:** The first side to **Eliminate** half of the enemy force in terms of total starting unit points, or to **Eliminate** all enemy units on the battlefield, wins.

**TIME LIMIT:** Allow 30 minutes for every 12 points in each player's force to complete the battle (e.g. 36 pts. per player equals a 90 minute game). If there is no clear victor at the end of the allotted time, then the player who has **Eliminated** the most enemy units is the winner.

