



Tactical Assault: Fantasy Cards™

Scenario #6: Tower of Vengeance

"After weeks of marching through the foothills, we finally reached what our wizened master was seeking - the legendary Tower of Vengeance! Supposedly within its walls are tomes of magical knowledge worth a king's ransom.

Unfortunately, we were not the only ones to be seeking this prize. Just as we set about forming our camp, an army of those hideous dog-men (the Cabieti) burst through the woods. With them was the vile sorcerer Junicarius and his deformed apprentices. They were after our master's prize!

Everyone scrambled to get ready for the coming battle, and then to draw themselves up into formation. Before we could complete our preparations though, the magical attacks started. Arcing through the air with a thunderous roar, flashes of brilliant light stabbed out at our formations as they assembled. These attacks seared, scorched and maimed the troops. A horror we had never experienced before was being unleashed upon us.

That is when we learned why this place was known as the Tower of Vengeance - every time a magical spell was unleashed by either side, a ray would arc out from the top of the tower and struck the nearest unit from each army. Quite quickly both sides were suffering heavy casualties! Only through the quick thinking of our master were we able to avoid utter destruction of our forces. Then we were able to slowly turn the tables on those drooling dog-men..."

Recollections of Sergeant Analthay

SETTING

In the shadow of an ancient seat of power, two armies laden with magic battle for the secrets contained therein. The catch is, there is a price to pay for the flaunting of magical power in the presence of the site. Can you avoid this ancient wrath while still defeating your foes?

THE BATTLEFIELD

The battlefield is dominated by a high ancient tower located in the center of the battlefield, which overlooks open grassy fields broken by moderately spaced covering terrain. The key elements are a **High Elevation** piece of **Impassable Covering Terrain** in the center of the battlefield no more than a **Short Distance** in diameter, and a fair amount of **Covering Template Terrain** of **Medium Elevation** scattered about the remainder of the battlefield.

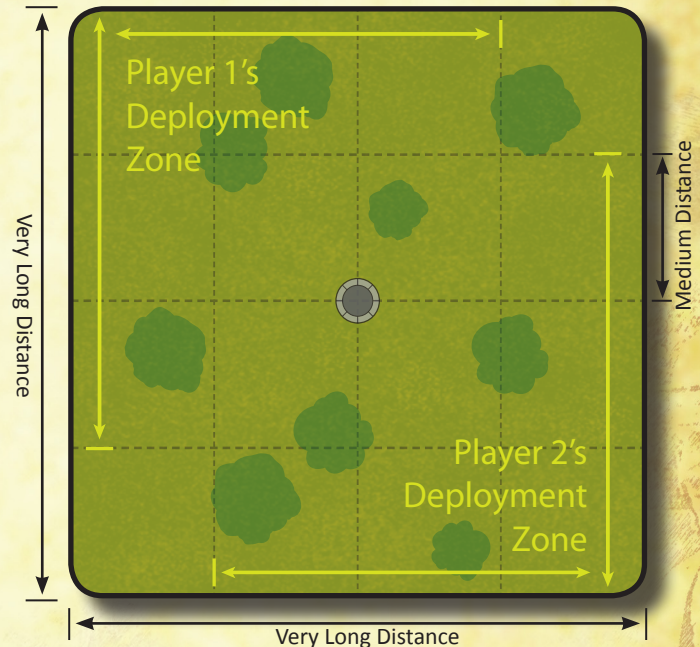
FORCES

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: both forces must devote at least **1/3** of their force to **Sorcerous Units**.

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**.

THE MAP



SPECIAL RULES

THE TOWER: The tower is a **High Elevation** piece of **Impassable Covering Terrain** no more than a **Short Distance** in diameter. No units may move onto, or enter, the tower.

RAY OF VENGEANCE: Every time a **Sorcerous Unit** on either side conducts a **Ranged Attack**, a retaliatory Ranged Attack will emanate from the center of the top of the Tower and attack both sides. This attack will target the single closest unit of each force that it can draw line of sight too. The Attack is a **Moderate Ranged Attack** at up to a **Very Long Range Distance** against each targeted unit. One unit on each side will be targeted with each Tower attack. If the attack cannot draw a line of sight to any units in a force, that force will not be attacked that time.

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. Units **Eliminated** by the Tower count as **Eliminated** by the opposing force.

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.

