

DRAGON MONTH SCENARIO ONE, DECEMBER 2001

Scenario One: Raze

The people of Eulen Cole were in a panic. Men and women of all ages ran from building to building, gathering children, loved ones and prized keepsakes while militia soldiers quickly strapped on armor. Stable hands prepared the few war steeds for their masters, who themselves were sharpening their blades and packing their saddlebags for battle. Children screamed in fright. Three horses broke loose from their reins and galloped through the streets, trampling several of the town's people beneath their powerful hooves.

It was chaos.

A man stood in the midst of it all, his long graying hair wild and unkempt, and his cloak little more than rags. "The end is near!" He could barely be heard above the din of the panic. "I warned you all! We should never have allowed them into the town!"

The streets were full of people running in all directions. Angry shouts mixed with screams of pain. More and more militiamen appeared, arms ready, eyes glued to the skies.

"Now we have aroused the wrath of the great fire-breather! He will destroy us all!"

Many of the people rushed to the sanctuary of the cathedral while others ducked into cellars and stone buildings. Soldiers continued to line the streets, coming together in groups of two or three as they had rehearsed. The Atlantis Guild army had been sent for, but they were stationed a few hours away. Until the army's arrival, the militia was on its own.

"And for what? The greed of these men! They *robbed* the great fire-breather like common thieves. And now we pay the price for their sins!"

A dark dot appeared high above the clouds, growing quickly.

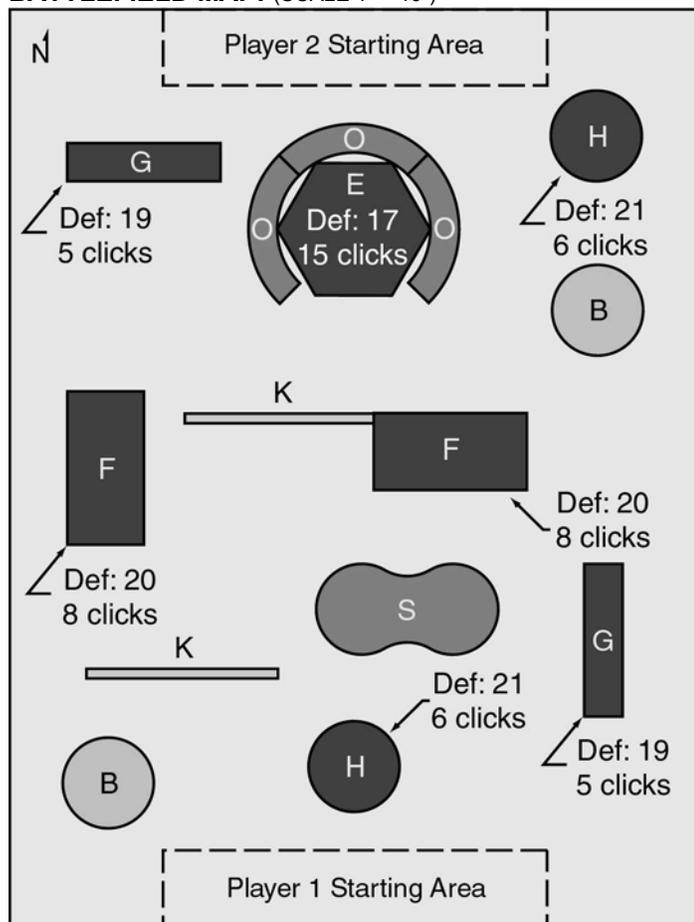
"But where are they and their treasure now? Not here to defend us! No! They knew what would happen!"

The thing in the sky was no longer a dot. It was a great winged monstrosity, diving straight down on the city.

"I *told* you! And now we die because no one wanted to listen to the ramblings of an old man!"

The Great Fire Dragon breathed.

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: The residents of Eulen Cole fight to save their town from a Great Fire Dragon bent on vengeance.

OBJECTIVE: As the Great Fire Dragon, raze the buildings of the town. As the residents, defeat the Dragon or save your town from destruction until reinforcements arrive.

TIME LIMIT: 1 hour 40 min

ARMY SIZE: Two-player game. Player 1 is the Ancient Great Fire Dragon and has 4 actions per turn. Player 2 controls a 500-point army, but has only 4 actions per turn due to the militia's inexperience.

SETTING THE SCENE: Place terrain as shown on the battlefield map. Terrain pieces "O" and "S" are deep water special terrain.

SPECIAL RULES

- The Dragon can damage the buildings in the town, but only with his breath weapon. To damage a building, Player 1 must give the front section of the Dragon a ranged combat action targeting a building. Line of fire is from the center of the Dragon base to the center of the building (line of fire through the blocking terrain of the target building is permitted). Flame/Lightning must be active. A successful hit delivers damage equal to the Dragon's **damage** value to the building. Any figure in base contact with the building and successfully hit will take 1 click of damage due to the Dragon's Flame/Lightning attack.

- The Dragon may use long range fire against buildings as if they were multiple dial figures (double the **range** value, reduce the **damage** value by 2).

- Each building has a **defense** value. Use counters to keep track of the number of clicks of damage a building has received from the Dragon.

- A building is razed when the total damage inflicted on it exceeds its total number of clicks listed on the battlefield map. Leave

razed buildings in play as blocking terrain.

- No player may withdraw.

VICTORY CONDITIONS

Player 1 wins the scenario if he razes four of the buildings and the Dragon survives the game. Otherwise, Player 2 wins.