

POLAR ICE DRAGON SCENARIO OCTOBER 2001

Scenario 1: The Prize

Knothead struggled to keep from crying out in pain. He didn't think that Taskmaster Grundy's kick to his knee had broken anything, but the pain was almost more than he could bear. Grundy's warband was under strict orders of silence, and Knothead knew that to utter even a soft whimper would mean his immediate demise.

Knothead watched as the Taskmaster led the Magus up the wooden ramp, toward the excavated hole. An eerie, scintillating blue glow danced from the door-shaped opening, providing the sole source of light in the huge excavation chamber. Clouds of smoke (or was it steam?) occasionally wafted out of the hole, obscuring the climbing Orc and the human wizard from his view. Once the construction of the ramp and the excavation had neared completion, the Magus had trusted no one but Grundy to be anywhere near the aperture. After days of toiling alone with pick and hammer, Grundy had opened a passage into the glowing chamber.

Knothead could see the Magus, bathed in the flickering blue light, peering through the hole. Knothead saw him nod and say something to the Taskmaster. The Orc nodded back, and then the two leaders headed back down the ramp towards the cavern floor.

As the two leaders approached the group of Orc warriors, Knothead heard the Magus cackling softly to himself. As the Magus was about to pass Knothead, the wizard turned and faced him.

"Bring me Khal'jara," the wizard ordered, an evil grin on his face. "Bring me my prize!"

Knothead led the warband up the ramp and toward the glowing opening, wincing as his aching knee complained with every other step. *Great*, he thought. After weeks of lugging rocks, the warband would have to...what, carry treasure? What was the "prize" the Magus had mentioned? What is a "Khal'jara", anyway? Why couldn't they make any noise? The racket the warband had made while excavating could have easily awakened the dead. Knothead neared the hole, not sure what to expect.

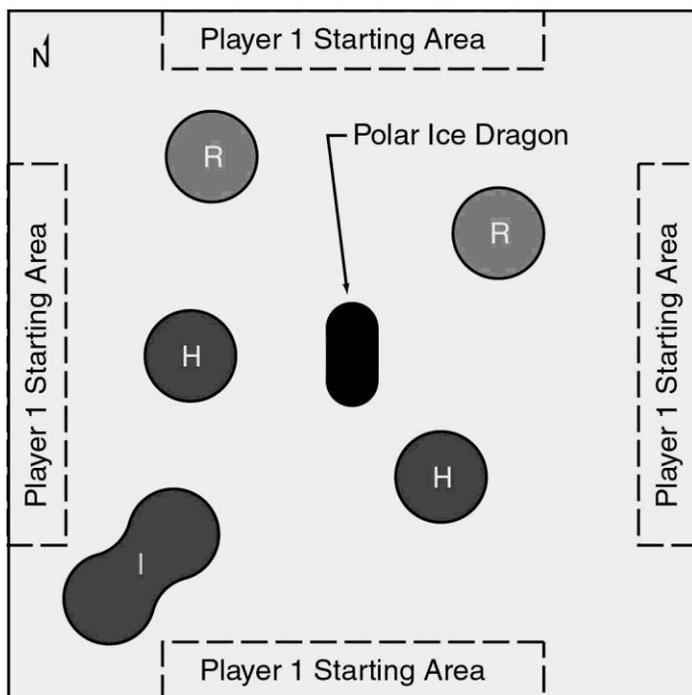
His injured knee gave out beneath him.

Knothead landed hard on his chest, knocking the wind from his lungs. Gasping for breath, he got his first glance into the hole just as a puff of smoke obscured his view.

The smoke was icy cold! Struggling to clear the ice crystals from his eyebrows, Knothead vigorously rubbed his face. When he opened his eyes, he could see the source of the blue glow in the chamber beyond the hole. He could see...

...Khal'jara.

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: A warband has located Khal'jara, a sleeping Polar Ice Dragon. The warriors spread out and prepare to subdue the beast just as it awakes from its slumber...

OBJECTIVE: As the attacker, subdue Khal'jara while limiting your losses. As Khal'jara, inflict maximum casualties on the attacker.

TIME LIMIT: None.

ARMY SIZE: Two-player game. **Player 1 is the attacking warband with a 500-point army. Player 2 is the Polar Ice Dragon Khal'jara.**

SETTING THE SCENE: Player 1 is the first player and sets up using any combination of the four starting areas.

SPECIAL RULES

1. The two Ponds "R" are shallow water.
2. Due to the confines of the cavern, the Dragon may not be placed within 2 inches of any battlefield edge.
3. After waking, Khal'jara is groggy. The Dragon starts with a total of six clicks of damage divided between its four combat dials any way Player 2 wishes. Toughness or Invulnerability does not prevent this damage.
4. To subdue Khal'jara, damage each section until at least one skull is showing on each combat dial. If this condition is met, the Dragon is immediately subdued and the game ends.

5. No player may withdraw.

VICTORY CONDITIONS

Player 2 wins if Khal'jara is eliminated. Otherwise, the winner of the scenario is the player with the highest Victory Point total at the end of the game.

Victory Point total =

Eliminated opposing figure points

+ 400 points if you subdue Khal'jara

+ Friendly *non-captured* figure points that have survived the entire game. If all of a player's figures are either subdued and/or demoralized, add 0 points.