

Battle of the Black Heart Scenario

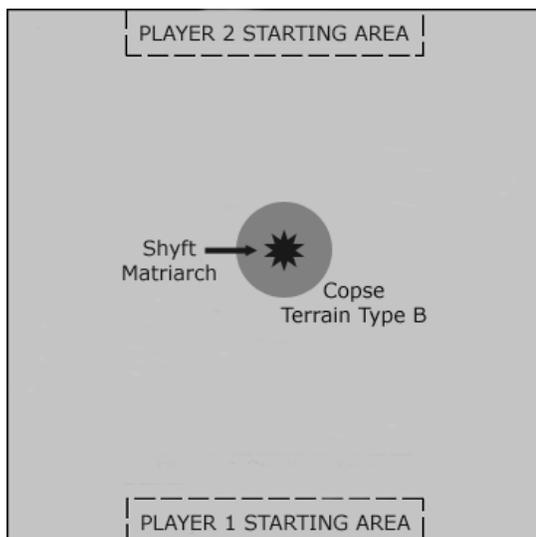
"Our mother awaits us!"

Secreted deep within a cave high in the mountains, a score of Shyft and their enthralled Mage Spawn slaves moved about the cavern like insects in a hive. A four-armed Shyft Fiend stood in the middle of it all, overseeing his warriors from the heart of the storm. Bond Makers crouched over the prone forms of unnatural Mage Spawn creatures, completing their transformation into mind-controlled foot-soldiers. Soul Stealers gathered their Necromantic energies and prepared themselves for the bloody battle to come.

"Today, we must prove ourselves worthy of our mother's love." The Fiend's words pushed the assembled Shyft to the edge of frenzy. "Today, we must have victory at any cost, for without it our Matriarch, our mother, will not shower us with her magical gifts and her favor!"

"But there are those who would fight us for her favor, as they also crave her gifts. We must defeat them on the ritual field if we are to gain our prize. They must be punished for their audacity. We will crush and enslave them! Only then will we claim our mother's favor and our rightful position over the other warbands!"

The Fiend looked over his assembled throng and smiled with pride and anticipation. Many Shyft would die today. But the strong would survive, and would prosper as the Matriarch's champions and honored warriors. "For our mother!" the Fiend shouted to the assembled host, "for today, we shall become her favored sons!" Battle of the Black Rose Play Scenario



BACKGROUND: Two Shyft war-leaders seek to prove their worth and adoration to their Shyft Matriarch. Sending their best warriors and Mage Spawn, the war-leaders must lead the Matriarch from the center of the field to their own camp.

OBJECTIVE: Fight to gain control of the Shyft Matriarch. Crush those who oppose you, and bring the Shyft Matriarch safely home.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game. Player 1 and Player 2 both have 300-point armies. Players may only use figures from the Mage Spawn and Shyft factions. Each army has three actions per turn.

SETTING THE SCENE: Place Standard Terrain Piece "B" at the center of the field. Place the Shyft Matriarch in the center of the Copse. If a Shyft Matriarch isn't available, designate another figure to represent the Shyft Matriarch. Each player places up to two pieces of terrain as per the standard Hand-to-Hand tournament rules.

SPECIAL RULES

1. Only figures from the Mage Spawn or Shyft factions may be used.
2. The Shyft Matriarch may only be captured.
3. The Shyft Matriarch is incapable of being damaged.
4. Player armies may not include a Shyft Matriarch.
5. When a player begins his turn with the Shyft Matriarch in their starting area, the battle is completed.
6. No player may withdraw.

VICTORY CONDITIONS

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
- + Captured opposing figure points x 2, but only if they are in your starting area.
- + 150 points if the Shyft Matriarch is in a player's starting area at the beginning of their turn.

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