

Incursion - Root of the Beathacrann (Av)

Setting up the Battlefield

This scenario is intended to be played on a table measuring 48" by 36".

The players must place at least 8 scenery elements with the following constraints:

- Roll a die to see which player starts placing scenery elements, highest score goes first.
- Each scenery element must be placed at least 3" from any table edge or any other scenery element.
- The players alternate placing one scenery element at a time.

The players then define the gaming area:

- The table is divided in two equal halves, lengthwise.
- Each deployment area is set at 13" from the center line of the gaming area.

The players then roll to determine on which side of the table they will deploy, highest score chooses.

The players then place 8 Alchemical Component markers with the following constraints:

- The markers must be placed on a scenery element
- They must be at least 5 inches away from any other Alchemical Component marker.
- The players place at least 2 of their components in their table half, and 2 in their opponent's half.
- The players place the components alternately, one at a time, starting with the player who did not choose the side.
- All components MUST be placed on the table.

Deployment

Player warbands must be Avalon defending against one other attacker of Khaliman, Aurlok or Jade Empire. (There are 3 other scenarios on the Incursion series that switch Defender and Attacker roles. The Defender's scenario in the series is denoted by Av, Au, Kh and Ja in the title)

The players alternate deploying the miniatures of their warband from one card at a time in their respective deployment areas.

The player with the most cards starts.

- If both players have the same number of cards, the one with the highest total Mind value starts.
- If both players have the same Mind value, Roll a die to see which player starts, highest score goes first.

Victory Conditions

The first player to reach 16 Victory Points at the end of a turn wins the scenario.

- If both players manage to get 16 or more victory points in the same turn, the result is a draw.
- If at any time one player has no living miniatures the result is a draw. (See special Rules)

Special Rules

[Troop Killing]

In this scenario the attacking warband is gathering information not trying to start a major conflict therefore killing all defending players is to be avoided. Likewise, despite the incursion the defending players need to avoid killing attacking players to avoid repercussions later.

[Examining a root]

Roots are located on scenery elements which represent dominant plant growth in the marshy land. However, the Beathacrann is not the only thing growing in the marsh and players will first need to detect the sentience of the Beathacrann in the root.

- Any miniature that is within 1" of a root can spend 1 AP to examine the root.
- Roll one white die, if the score is 1-3 no sentience was detected, if the score is 4-6 it is a root of the Beathacrann.
- Mark the terrain element to show it is the location of a Beathacrann root.

[Digging or Hiding a root]

When a root of the Beathacrann has been detected a miniature can spend 1 AP to either dig it up and take a sample or hide it again by Covering Over.

Defensive Strike - When a miniature manages to Dig Up a root roll a white dice. For each mace symbol of the dice roll, all miniatures within 1" of the root suffer 1 Dam as the Beathacrann strikes out to defend itself.

Benevolent Blessing - When a miniature manages to Cover Over a root roll a white dice. For each mace symbol of the dice roll, all miniatures within 1" of the root are healed 1 Dam as the Beathacrann blesses the miniatures for protecting it.

Once a root is Covered Over it is hidden and the Beathacrann will move itself. Therefore the attacking miniature cannot try and detect a root on the terrain element until the next turn.

Likewise if an attacking miniature has Dug Up a root they cannot try detecting another root on the terrain element until the next turn. The Beathacrann will avoid the area for the immediate time and so no root will be present.

[Gaining Victory Points]

At the end of the turn, each player scores a number of victory points depending on the number of roots they've Detected, Hidden dug or defended:

- 1 for each root Detected
- 2 for each root Dug-Up or Covered Over

These points are accumulated from one turn to another as a measure of the success of the attack or defence.



<p>Root of the Beathacrann</p> <p>Attacker Succeeds Your warchief has successfully gathered the needed roots from the Beathacrann. Despite attacks from the Avolon defenders and the trees that your forces left behind.</p> <p>Perhaps to limit the number of trees to weaken the tree that gives Avolon its strength will be known.</p> <p>"You have truly done well my brother. I know your warchief's abilities are to you. Perhaps he plans the next campaign into separate glass walls."</p> <p>"I will send some men to conduct our research but come back in a few days. I will have other tasks for you and your warchief."</p> <p>AIKEMY</p> <p>For more Akemon adventures visit the website! www.winterhillgames.co.uk</p>	<p>Root of the Beathacrann</p> <p>Defender Succeeds Your warchief has successfully defended the Beathacrann from the attack! By your orders the outlanders are sent home in disgrace.</p> <p>Returning back to barracks you report what you saw and earn the praise of your Lord for your command of your warchief.</p> <p>"Excellent work! Your Lord says to you as your death rattle rings. From his orders he sent the Beathacrann. Take and thank it to you. It's your warchief."</p> <p>"Be worried though they will be back." He says still. "This is just the beginning."</p> <p>AIKEMY</p> <p>For more Akemon adventures visit the website! www.winterhillgames.co.uk</p>	<p>Root of the Beathacrann</p> <p>Attacker Fails Your warchief has failed to gather the needed roots from the Beathacrann. The attacks from the Avolon defenders and the trees have too much to overcome.</p> <p>You gather what's left of your warchief and run back home as fast as your legs can carry you!</p> <p>"You failed! How can this be?" the warchief shouts at you. He shakes his fists in his hands and rages deeply. After a moment he looks back at you with a smile.</p> <p>"These men" he says now composed. "I have another mission for you. It will be one of those tasks." You smile back. "Tell me more."</p> <p>AIKEMY</p> <p>For more Akemon adventures visit the website! www.winterhillgames.co.uk</p>	<p>Root of the Beathacrann</p> <p>Defender Fails Your warchief has failed to defend the Beathacrann from the attack! They have now carried off samples of the tree that you were so proud of.</p> <p>You gather what's left of your warchief and run back to barracks. The news to the tree already recording within the kingdom.</p> <p>"How dare you fail! Your Lord shouts to you as you think outside what happened. Mention this to Avolon. We know nothing of why they were ready to leave anyway."</p> <p>"When they return, and they will return you can inform yourself by listening them!"</p> <p>AIKEMY</p> <p>For more Akemon adventures visit the website! www.winterhillgames.co.uk</p>
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