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 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.