

BATTLEPLAN

TREASURES OF THE VIRIDIAN KING

Once home to the Kurnothi that populated the Slidecrown Isle, glimmers in the dark can be made out in the shadows of this ancient ruin, hinting of treasures yet to be claimed.

THE ARMIES

The players roll off. The winner picks who is the attacker. The other player is the defender.

THE BATTLEFIELD

The battlefield is set up to represent the ruins of an ancient Kurnothi settlement. There are 4 objectives set up on the battlefield, as shown on the map below, that each represent a potential site of treasure.

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players use alternating deployment to set up their armies.

Units must be set up wholly within a player's territory, more than 9" from enemy territory.

BATTLE LENGTH

The battle lasts for 4 battle rounds.

FIRST TURN

The player who finished deploying their army first has priority in the first battle round.

HIDDEN TREASURES

Each of the objective markers represents a site of interest amidst the Kurnothi ruins where valuable treasures can be found.

At the start of each player's hero phase, they can search any objectives they control that have any friendly models contesting them and no enemy models contesting them. To do so, roll a dice.

On a 4+, a treasure is found at that objective (keep a dice next to each objective to keep track of how many treasures are found). Players will score extra victory points for controlling objectives where treasures have been found.

VICTORY POINTS

At the end of each of their turns, a player scores victory points for each objective they control. The number of victory points scored for controlling an objective is equal to 1 plus the number of treasures that have been found at that objective (for example, if 3 treasures have been found at an objective, 4 victory points are scored for controlling it).

Players receive 2 points for each completed battle tactic

Players receive 4 points for completing their Grand Strategy at the end of the battle.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a major victory. If the players are tied on victory points at the end of the battle, the battle is a draw.

