

ARCANE LEGIONS

Welcome to Arcane Legions Organized Play!

To register this league and associated events online, please go to the "Game Play" section of the Arcane Legions website at www.ArcaneLegions.com and click "Leagues." After the league starts, you and your players can enter battle results and view league standings on the website.

This Arcane Legions league kit includes everything you need to run this month's events:

- 3 "Scenario Bundles" to include:
 - 8 League Boosters (retail for \$6 each)
 - 1 scenario rules sheet
 - Paper terrain sheets
 - 1 scenario winner banner/flag
- Campaign 1 league awards:
 - 1 Champion of Han banner/flag
 - 1 Champion of Rome banner/flag
 - 1 Champion of Egypt banner/flag
 - 1 Grand Champion banner/flag
- Discretionary Award
 - 1 Chalice banner/flag

Each scenario is numbered and corresponds to the Scenario Bundle with the same number; please run the scenario events in order.

Leagues consist of scenario battles and standard battles. When you register the league online you can select how many of each type of battle will be played during the league period. Please register a separate event for each league session.

League games have a 90-minute time limit. If time expires before either player achieves victory, compare the victory points gained. If tied, the winner is the player with the most remaining build points in his army. If still tied, allow the game to move into sudden death (first to score at least 1 victory point wins).

Only players who have registered on the website can win league prizes. Please remember to enter each player's victory points into the website and encourage him to enter them as well so that they are counted into the league totals to determine the faction winners and overall champion. Battle results are considered "official" only after two people enter the same result into the website. The only people who can enter a battle's results are the two people who played the battle and the store's or club's league organizer.

After each scenario is completed (i.e., all players have played the specified number of games for that scenario), the player with the highest point total from that scenario is awarded the corresponding scenario winner banner/flag (the one with the crossed swords).

At the end of the league, the player with the highest league point total is awarded the Grand Champion of Campaign 1 banner (with the laurel crown). The player who scored the most league points using a particular faction is awarded that faction's Champion banner.

The Discretionary Award can be used as you see fit. Some suggestions are as a good fellowship prize, as an award for best-painted army, or as a prize for any additional Arcane Legions event you wish to run.

If you have any questions, please don't hesitate to contact
Shana Doerr at shana@wells-expeditions.com.

Scenario 1: Beasts of Rage

A cursed battlefield makes mythic creatures skittish and self-destructive.

Victory Objectives

90-minute time limit. Be the first to gain 21 victory points and/or eliminate all of the opponent's units. Players gain victory points in the following ways:

Points	Condition
3	When a unit with the "Mythic" keyword eliminates an enemy formation unit.
2	When a Mythic unit eliminates an enemy sortie unit.
2	When a non-Mythic unit eliminates an enemy formation unit.
1	When a non-Mythic unit eliminates an enemy sortie unit.

Army Size/Composition

Two-player game; one player per side; 7,000-point build total; 8 order points per turn (4 order points per ambush turn). Each army must contain at least one unit with the "Mythic" keyword.

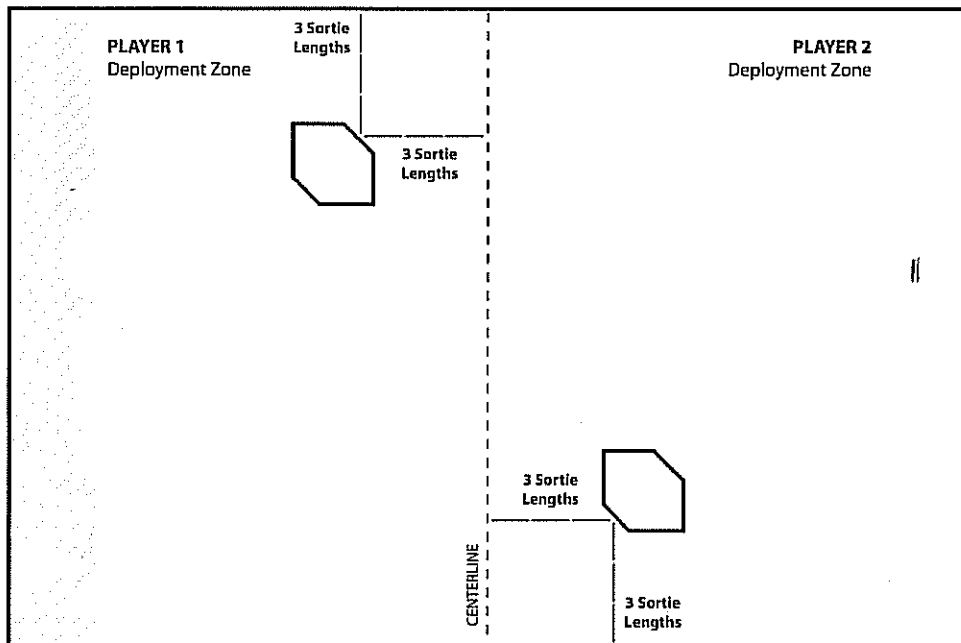
Cross-Faction Penalty

Different empires can work together when necessary, but they cannot do so with great efficiency. Therefore, if your army contains units from more than one faction (excluding mercenaries, whom anyone can employ without penalty), you get 1 less order point each turn.

Battlefield Condition

ENRAGED—Mythic units roll one extra red or blue die as an attacker and one less white die as a defender. If a Mythic unit is dealt damage as an attacker, it is dealt 1 extra damage.

Preparing the Battlefield: Place terrain as shown below. No additional terrain is placed.



Scenario 2: Into the Jaws of Death

Despite frightening mystical disturbances, two armies make a defiant and valiant stand against each other.

Victory Objectives

90-minute time limit. Be the first to gain 21 victory points and/or eliminate all of the opponent's units. Victory points are gained per the normal rules.

Army Size/Composition

Two-player game; one player per side; 7,000-point build total; eight order points per turn (4 order points per ambush turn). Each army must contain at least one unit with a commander figure (yellow).

Cross-Faction Penalty

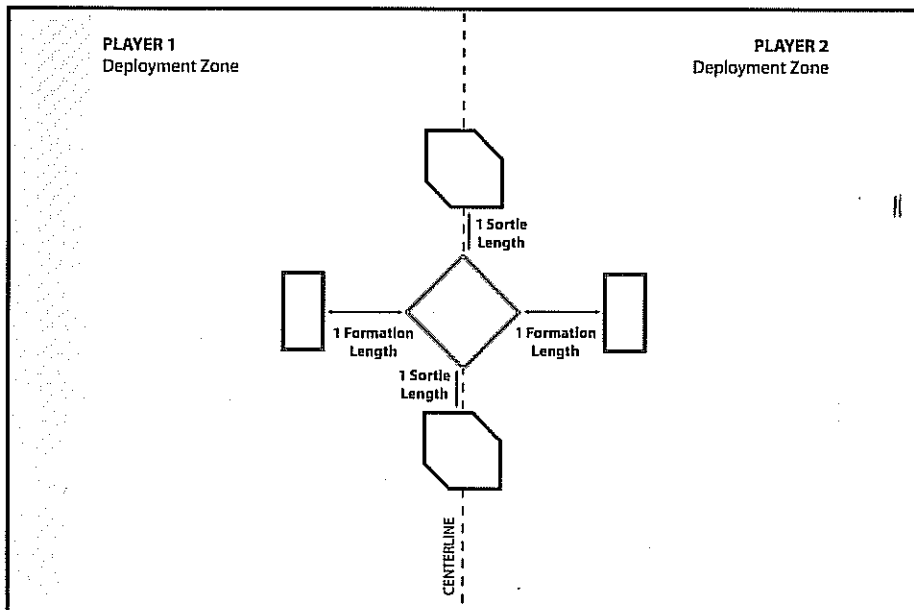
Different empires can work together when necessary, but they cannot do so with great efficiency. Therefore, if your army contains units from more than one faction (excluding mercenaries, whom anyone can employ without penalty), you get 1 less order point each turn.

Battlefield Conditions

SHAKEN MORALE—During the active player's turn, units that do not contain a ready commander figure (yellow) and are not within $\frac{1}{2}$ normal range (3 sortie lengths) from a friendly unit that contains a ready commander figure are at a -1 die penalty for close combat and ranged combat attacks, and the unit costs 1 additional order point to move. To check distance, measure from a notch on any side of the unit with the ready commander figure to any notch on the unit in question.

TACTICAL ADVANTAGE—When control terrain is contested, if the active player has at least one unit containing a ready commander figure on or adjacent to the contested control terrain, and the opposing player doesn't, the active player can consider that control terrain to be uncontested and gains victory points at the beginning of his turn per the normal rules.

Preparing the Battlefield: Place terrain as shown below. No additional terrain is placed.



Scenario 3: Ghosts of Battle

Battling armies discover the spirits of conflicts past will bolster their ranks . . . for a price.

Victory Objectives

90-minute time limit. Be the first to gain 21 victory points and/or eliminate all of the opponent's units. Players gain victory points by wisely using the fallen spirits to diminish the ranks of his opponent.

Points Condition

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| 3 | When one of your units that is enchanted (as described in Battlefield Condition) eliminates an enemy unit. |
| 2 | When one of your non-enchanted units eliminates an enemy unit. |
| 1 | For commanding control terrain. |

Army Size/Composition

Two-player game; one player per side; 7,000-point build total; eight order points per turn (4 order points per ambush turn).

Cross-Faction Penalty

Different empires can work together when necessary, but they cannot do so with great efficiency. Therefore, if your army contains units from more than one faction (excluding mercenaries, whom anyone can employ without penalty), you get 1 less order point each turn.

Battlefield Condition

BLOOD SACRIFICE—During the game a player can sacrifice a figure to curry favor from the spirits of battle and “enchant” one of his units. To enchant a unit, down one figure in that unit and place the figure on the nexus (as shown on the map, below). Figures placed on the nexus cannot be returned to a unit, regardless of any special abilities a unit might have. If the figure that would be downed would eliminate the unit, the unit is not eliminated until the end of the active player's turn. An enchanted unit treats all of its slots as if they were ready; damage dealt to the unit must still be assigned to a figure per the rules, if possible, and if the unit is pushed a figure must be removed per the rules. An enchanted unit cannot be pushed if it does not have any figures to remove. If pushing an enchanted unit would eliminate the unit, the unit is not eliminated until the end of the active player's turn. If damage from an enemy unit downs the last figure on an enchanted unit, the unit is eliminated immediately—it is not eliminated at the end of the active player's turn. A player can enchant only one unit during the active player's turn, and the unit remains enchanted until the end of the active player's turn. A player with a unit that is an attacker or a defender must choose to enchant that unit before any dice are rolled.

Preparing the Battlefield: Place terrain as indicated below. No additional terrain is placed.

