

D&D[®] ATTACK WING

OP CAMPAIGN ADVENTURE #10: THE WRATH OF YEENOGHU

The demon lords are ravaging the Underdark, and all hell has broken loose.

Most of the subterranean realm's inhabitants are quite unhappy about it. A notable exception are the gnolls, who trace their ancestry to the hyena-faced demon lord Yeenoghu. Hordes of gnolls are forming war camps up on the surface as they prepare to cause wanton slaughter and destruction to appease their demon master.

Your legion has been tasked with overcoming one of these gnoll camps, but as you approach at dusk, you see only a small force of gnolls surrounding a campfire, surrounded by a simple palisade. You also notice a rival legion, also hunting the gnolls, arriving from the other direction.

As both you and the rival legion charge in to engage the gnolls from opposite directions, you realize that the gnolls, bloodthirsty and battle-crazed as they are, do know a little something about strategy and tactics. Most of the gnolls were hidden, lying in wait, ready to spring out and ambush both of the invading legions. Before you can get a full sense of what's happening, chaos erupts on all sides. You and the rival legion are completely surrounded by bloodthirsty, rampaging gnolls. The wrath of Yeenoghu has found a new battleground...

ADVENTURE SET-UP

Number of Players: 2

Special Components: 7 objective tokens representing gnoll ambush positions (hereafter referred to as "ambush tokens", and 30 coins (pennies / dimes) used as "damage tokens" (15 pennies for one player, 15 dimes for the other player)

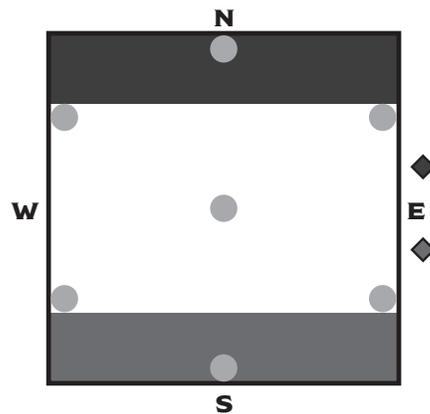
Legion Points: 150 per side.

The first gnoll ambush token is placed in the dead-center of the playing area, and the others are placed along the edges as shown in the diagram:

- One ambush token is placed in the center of the north edge.
- One ambush token is placed in the center of the south edge.
- Two ambush tokens are placed along the east edge (just outside the starting areas)
- Two ambush tokens are placed along the west edge (just outside the starting areas)

Each player should take 15 damage tokens of one type and place them on his side of the play area.

The players then place their creatures in their starting areas according to the normal Set-Up rules for 2 players.



North player starting area

South player starting area

● Objective Tokens (Gnoll Ambush Positions)

◆ North Player Damage Tokens Stack

◆ South Player Damage Tokens Stack

SPECIAL RULES

This adventure takes place just after dusk, and is considered to be “in darkness.”

Because this is an ambush, each combat phase begins with attacks by the gnoll ambush tokens (unless a troop is using “First Strike”, in which case that troop attacks before the ambush tokens). Each ambush token makes a **primary weapon ranged attack** against every creature that is touching or within range 1 – 3 of it. Creatures roll defense dice as normal against these attacks.

For overlapping and card text purposes, the ambush tokens are treated as large ground creatures (not obstacles) with the stats listed below.

The central ambush token has the following stats: **primary weapon value 5 / agility 1 / health 6 / armor 2.**

The side ambush tokens have the following stats: **primary weapon value 4 / agility 1 / health 4 / armor 1.**

To attack an ambush token, a creature must be within range 1 – 3 of the token. Any attacks that are initiated from range 4 or beyond have no effect upon the ambush token, although area attacks will still affect other creatures in the area as normal. Even a burst attack will have no effect on the ambush token if the attacking creature is range 4 or beyond from the edge of the ambush token.

When attacked, an ambush token does not receive damage cards, but instead, the attacking player stacks damage tokens of his type on it. When attacking the same ambush token, both players add their damage tokens to the same stack. The ambush tokens are immune to critical effects and cannot have effect tokens placed on them. Critical hits still penetrate the ambush tokens’ armor, and each point of critical damage inflicts 2 damage against an ambush token.

Once an ambush token has received lethal damage (including any excess damage from the last attack), the ambush token is immediately removed from play; do not wait until the end phase. The player who stacked the most damage tokens on the defeated ambush token claims the ambush token and places it on his side of the play area. If both players inflicted the same number of damage tokens, then the player who placed the first damage token (the one on the bottom of the stack) claims the defeated ambush token.

END OF ADVENTURE

The adventure ends immediately when one of the following conditions is met:

- 1) The last ambush token is removed from the play area, in which case the adventure ends immediately;
_____ **OR** _____
- 2) at the end of any round in which at least one player’s creatures have all been defeated;
_____ **OR** _____
- 3) when time is called for the Adventure.

ADVENTURE SCORING & VICTORY

If the adventure ends because the last ambush token was removed from the play area, then the player who claimed the most ambush tokens wins the adventure.

If the adventure ends because only one player has creatures remaining in the play area during the end phase, that player wins the adventure. In the event that all remaining creatures are defeated during the same end phase, the player who owns the highest level creature that was defeated during the end phase wins the adventure. If more than one defeated creature is tied for the highest level, the tied creature that had initiative when the creatures were removed from play is considered the highest level.

If the adventure ends because time was called, then the player with the **highest scenario point** total wins the adventure.

Each player receives scenario points in the amount of:

**[150 – Opponent’s legion remainder
+ 25 for each of your claimed ambush tokens]**

A player’s legion remainder is equal to the number of legion points remaining in his legion; this includes any upgrades that were tucked beneath surviving creatures because the player discarded the upgrades to use their text ability. Any upgrades that received legion point discounts are considered to have these discounted values for the purposes of determining scenario points.

In the unlikely event that victory must be determined by scenario point totals and those totals are identical, each player rolls 5 attack or defense dice, and whoever rolls more  results is the winner.

Players should always calculate their scenario points regardless of how the adventure was won. The player who wins the adventure receives **2 campaign points** (+1 campaign point if the adventure ended because all ambush tokens were defeated). The other player receives 1 campaign point for participating in the adventure.

Players should record their campaign points and their scenario points on their score sheets before proceeding to the next round.

STORYLINE ORGANIZED PLAY INSTRUCTIONS

BATTLE ROUNDS: Tournaments are run in 3 Battle Rounds. Each player will battle against 1 other player in each 60-minute Battle Round. Prior to the first Battle Round, players will be assigned opponents randomly. After the first Battle Round, players are assigned to one another based on Campaign Points (highest against highest, second highest against second highest, etc.). If two or more players are tied for the same amount of Campaign Points, use Scenario Points as the tie breaker. A Battle Round ends when one player is eliminated or the time limit is reached or another condition specified by the Adventure is reached. If the time limit is reached, the player with the most Scenario Points at the end of that Battle Round wins.

BYES: If there is an odd number of players, then one player will be assigned a Bye in each Battle Round. That player does not participate in the Battle Round, but receives 2 Campaign Points (see Campaign Points below). In the first Battle Round, the Bye is determined randomly. During subsequent Battle Rounds, the player with the least amount of Campaign Points will be assigned the Bye. If the player with the least amount of Campaign Points has already received a Bye, then assign the Bye to the player with the next least amount of Campaign Points who has not received a Bye.

LEGION BUILDING: At the start of a tournament, players must record their Legions on a Legion Build Sheet. Players **CANNOT** change their Legions between Battle Rounds. Players have a number of Legion Points (**LP**), listed on the Set-Up section of the OP Kit's Overview, with which to equip their Legions using the standard Legion Building Rules (see page 28 of the full Rules of Play). At the start of every Battle Round players must verify their opponent's Legion build and sign off on it.

CAMPAIGN ARTIFACTS: In addition to normal Legion Building, each player may equip their Legion with Campaign Artifacts. **NOTE** – Unless a player is using one or more Adornments of Tiamat or Regalia of Bahamut Campaign Artifact Cards, they may use no more than **ONE** Campaign Artifact Card. However, a player may use up to six Adornment of Tiamat or Regalia of Bahamut Campaign Artifact Cards with different names. Players **CANNOT** change Campaign Artifacts between Battle Rounds.

CAMPAIGN POINTS: At the end of every Battle Round, players receive Campaign Points based on their performance in that Battle Round (2 pts for a Win, 2 pts for a Bye and 1 pt for a Loss). Campaign Points are recorded on the Score Sheet.

SCENARIO POINTS: Players receive Scenario Points at the end of every Battle Round. Scenario Points are used to break ties of players' Win/Loss records for purposes of determining round pairings and final ranks. Scenario Points are equal to the current month's maximum Legion Build number **MINUS** the number of LP left in your opponent's surviving Legion **PLUS** any bonuses specified by the Adventure. A player who receives a Bye will receive a number of Scenario Points equal to the average of all other players' Scenario Points for that round (rounded up). Scenario Points are recorded on players' Legion Build Sheets.

SURVIVING LEGION: A player's surviving Legion includes: 1) Any of that player's creatures that are not destroyed, 2) any Upgrades those creatures are still equipped with, and 3) any Upgrades that are placed under the Creature Card. **NOTE:** Any Upgrades that a player discards to use for their text ability are placed under the Creature Card on which they were equipped. Any Upgrades that are under a creature that was destroyed are also destroyed.

WINNING THE TOURNAMENT: All players' Legion Build Sheets are collected at the end of the month's tournament and each player's Campaign Points and Scenario Points are tallied. The player with the highest cumulative Campaign Points at the end of 3 Battle Rounds is the winner! If there is a tie for the most Campaign Points, then the tied player with the most Scenario Points is the winner.

BREAKING TIES: If there is a tie between 2 or more players' Campaign and Scenario Points at the end of any Battle Round, the tie will be broken by a roll off. Each player rolls 5 attack dice and the player with the most  results is the winner.

TOURNAMENT INFORMATION

DATE	
EVENT	

PLAYER INFORMATION

NAME	
EMAIL	

	TYPE	CARD TITLE	LP	TYPE	CARD TITLE	LP	
CREATURE	Creature 1			Creature 2			
UPGRADES							
<u>UPGRADE TYPES</u>							
Dr = Dragon							
M = Monster							
H = Heroic							
E = Equipment							
A = Arcane							
Di = Divine							
	TOTAL LP				TOTAL LP		

	TYPE	CARD TITLE	LP	TYPE	CARD TITLE	LP	
CREATURE	Creature 3			Creature 4			
UPGRADES							
<u>UPGRADE TYPES</u>							
Dr = Dragon							
M = Monster							
H = Heroic							
E = Equipment							
A = Arcane							
Di = Divine							
	TOTAL LP				TOTAL LP		

	CARD TITLE	LP
CAMPAIGN ARTIFACTS 1		
CAMPAIGN ARTIFACTS 2		
CAMPAIGN ARTIFACTS 3		
CAMPAIGN ARTIFACTS 4		
CAMPAIGN ARTIFACTS 5		
CAMPAIGN ARTIFACTS 6		

CREATURE 1 TOTAL LP	+	CREATURE 2 TOTAL LP	+	CREATURE 3 TOTAL LP	+	CREATURE 4 TOTAL LP	+	CAMPAIGN ARTIFACT TOTAL LP	=	TOTAL BUILD
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If you have more than 4 creatures in your Legion, record the additional creatures on the back of this page.

BEFORE BATTLE STARTS:

BATTLE ROUND	OPPONENT'S NAME	OPPONENT'S INITIALS (VERIFY BUILD)
1		
2		
3		

AFTER BATTLE ENDS:

YOUR RESULT (W-L-B)	YOUR SCENARIO POINTS	CUMULATIVE SCENARIO POINTS	OPPONENT'S INITIALS (VERIFY RESULTS)