

# D&D<sup>®</sup> ATTACK WING

## OP CAMPAIGN ADVENTURE #13: DUNGEON RAID

Your party has stumbled upon a long forgotten dungeon, rumored to be filled with treasure. The tunnels that provide passage to the central dungeon chamber are quite narrow, and your party has found its passage to this room to be laborious and difficult.

Things are never as easy as they might seem. Just as you reach the central chamber, and marvel at a floor littered with rusty weapons, tattered cloth, rotted casks, and broken furnishings, another party has found the place by another route.

Hidden somewhere in this room is the entrance to a treasure vault. Who will find it, and who will join the refuse littering the dungeon floor?

### ADVENTURE SETUP

**Number of Players:** 2

**Special Components:** Objective Tokens #1 - 9

**Legion Points:** 150 per side. Due to the narrow passages leading to this chamber, each legion can only contain creatures with small bases. Siege weapons cannot be included in either player's legion.

Shuffle the objective tokens, and then place the first one face down in the dead center of the play area. Then, starting with the player owning the highest level creature, the players take turns placing the other objective tokens face down throughout the play area, such that they are not within range 1 of the starting areas or another objective token.

Afterwards, the players place their creatures in their starting areas according to the normal Set-Up rules for two players.

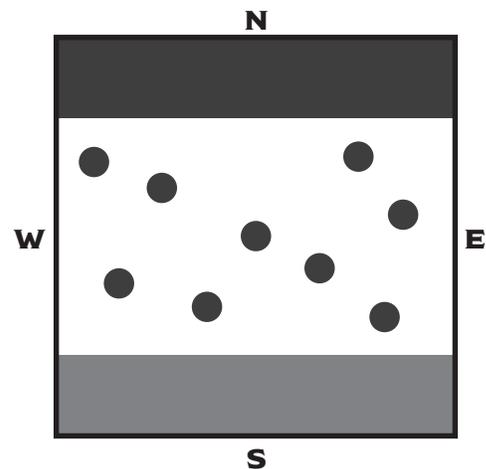
### SPECIAL RULES

Because this battle takes place inside a a dungeon, the creatures cannot maneuver out of the play area. Instead, the edges of the play area represent walls.

If a creature would end its movement outside the play area, it is not defeated, but must simply back itself up to the point at which it is wholly inside the play area. Flying creatures who are forced to end their movement in this way must immediately land. **NOTE:** Even incorporeal creatures cannot pass through the walls.

The interior is dimly lit and is considered to be "in darkness".

Each objective token represents a trap that can be dangerous for any creatures that end their movement near it. A creature that ends its movement within range 1 of an



North player starting area

South player starting area

● Objective tokens (one possible placement)

objective token may perform the following action in order to attempt to disarm the trap:

**Action:** Roll a number of defense dice equal to your current agility value. Effects that modify the number of defense dice that you roll cannot add to or subtract from the number of defense dice rolled. If you roll at least 1 ✕ result, the trap is considered disarmed. Place the objective token on your side of the play area **face down**. You may peek at this objective token, but you do not have to share the information with the other player.

If the creature fails to disarm the trap, or does not attempt to disarm the trap, then the trap goes off. Carefully flip the objective over so that you may reveal its number, and consult the Trap chart below. Afterwards, place the objective token **face up** on your side of the play area, to show that you sprang this trap.

**NOTE:** If a creature ends its movement within range 1 of several traps, it can only attempt to disarm one of them; the other traps go off. Also, if a creature ends its movement within range 1 of a trap as the result of a charge, feint, or similar special movement, the trap goes off automatically; no attempt can be made to disarm the trap in such a circumstance.

## TRAPS

(energy resistances apply)

- 1) **Pit Trap:** If the creature is on the ground, it sustains 1 damage and receives an exhaustion token. Defense dice cannot be rolled against this attack, which ignores armor.
- 2) **Spear Trap:** Make a **3 Dice Primary Weapon Ranged Attack** against the creature (ground or air). The creature can roll defense dice as normal. The attack does not penetrate armor.
- 3) **Falling Rock Trap:** If the creature is in the air, it immediately lands, sustains 1 damage, and receives an exhaustion token. Defense dice cannot be rolled against this attack, which ignores armor. The creature cannot change altitude for the rest of the round.
- 4) **Lightning Bolt:** The creature sustains 1  damage (ground or air). The creature cannot roll defense dice against this damage, which penetrates armor.
- 5) **Acid Spray:** The creature sustains 1  damage (ground or air). The creature cannot roll defense dice against this damage, which penetrates armor.
- 6) **Poison Gas:** The creature sustains 1  damage (ground or air). The creature cannot roll defense dice against this damage, which penetrates armor.
- 7) **Dead Thing:** If the creature is on the ground, make a **2 Dice Ranged Disease Attack** against him. The creature **can** roll defense dice as normal. The attack penetrates armor.
- 8) **Sound Burst:** If the creature is in the air, it sustains 2  damage. The creature cannot roll defense dice against this attack, but its armor can be used as normal (it absorbs the sonic vibrations).
- 9) **Explosive Fire Trap:** All creatures (ground **and** air) within range 1 - 2 of the objective token sustain 1  damage. The creatures cannot roll defense dice against this damage, which penetrates armor.

## END OF ADVENTURE

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

- 1) at the end of any round in which at least one player's creatures have all been eliminated;

OR

- 2) when time is called for the adventure.

## ADVENTURE SCORING AND VICTORY

If the adventure ends because only one player has creatures remaining in the play area during the end phase, then 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 + 20 per trap you disarmed - 10 per trap you sprung]

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**. The other player receives 1 campaign point for participating in the adventure. In addition, the player who disarmed the most traps (as indicated by the number of face down objective tokens on his side of the play area) earns 1 bonus campaign point, regardless of whether or not he won the adventure. If there is a tie for the most traps disarmed, then the player who **sprang** the fewest traps (as indicated by the number of face up objective tokens on his side of the play area) earns the bonus campaign point. If there is still a tie (or if neither player disarmed any traps), then no one receives the bonus campaign point.

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

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

	CARD TITLE	LP
<b>CAMPAIGN ARTIFACTS 1</b>		
<b>CAMPAIGN ARTIFACTS 2</b>		
<b>CAMPAIGN ARTIFACTS 3</b>		
<b>CAMPAIGN ARTIFACTS 4</b>		
<b>CAMPAIGN ARTIFACTS 5</b>		
<b>CAMPAIGN ARTIFACTS 6</b>		

CREATURE 1 TOTAL LP	+	CREATURE 2 TOTAL LP	+	CREATURE 3 TOTAL LP	+	CREATURE 4 TOTAL LP	+	CAMPAIGN ARTIFACT TOTAL LP	=	TOTAL BUILD
<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>

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)