

D&D ATTACK WING

OP CAMPAIGN ADVENTURE #11: WEDDING CRASHERS

Now that the demon lords have invaded the Underdark, their old rivalries are heating up. Zugtmoy, the demon queen of fungi, seeks to increase her power by means of a ritual domination of Araumycos, a massive fungus which may very well be the oldest living being in the world. She's calling this ritual a wedding.

Zugtmoy's longtime enemy, the demon lord Juiblex, who claims dominion over oozes and slimes of all kinds, seeks to prevent or interrupt this ritual, and has been hunting Zugtmoy throughout the vast subterranean realm. Wherever the two have trod, spore-spewing fungi war with caustic slimes for control of every square inch of cave floor, wall, and ceiling.

Fortunately, these beings, deadly when encountered alone, have weakened each other enough that it might be possible to defeat them and their minions by spreading an admixture capable of damaging both, a substance which your legion has been given, along with the task of clearing out the hordes of fungi and ooze. A rival legion has arrived with the same task, and the question now is whether your legions will work together, or compete against one another exactly like the creatures you were sent to destroy.

ADVENTURE SETUP

Number of Players: 2

Special Components: 9 objective tokens, 9 duration tokens, 9 armor tokens, 9 pennies, and 9 dimes

Legion Points: 120 per side

Place the objective tokens as indicated in the diagram. One objective token is placed in the dead center of the play area, and the surrounding 8 objective tokens are placed exactly 8" from the edges of the play area.

Point to each objective token one at a time and roll 1 red attack die. If you roll a ✦ or ✨ result, place 1 duration token (representing fungi) on top of that objective token. Otherwise, place an armor token (shattered side up, representing oozes) on top of that objective token. If at any point during this process you have reached a total of either 5 duration tokens or 5 armor tokens, then stop rolling; the remaining objective tokens immediately receive the token type that is underrepresented.

For example, if you place a fifth duration (fungus) token, the remaining objective tokens each receive shattered armor (ooze) tokens.

Afterwards, the players place their creatures in their starting areas according to the normal Set-Up rules for 2 players. The dimes and pennies will be used by the north and south players, respectively, to represent areas which they have cleared out.

SPECIAL RULES

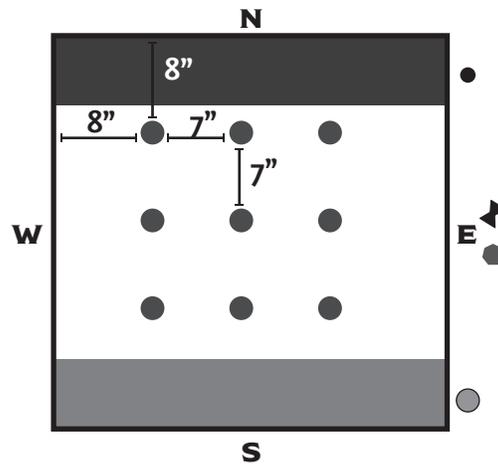
Because this battle takes place inside an Underdark cavern, the creatures cannot maneuver out of the play area. Instead, the edges of the play area represent walls. If a creature would end its movement outside the play area, it is not defeated, but must simply back itself up to the point at which it 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.

Because the ceiling of the cavern is low enough to hamper flight, each flying creature begins the game with a swoop token. During the change altitude step of the activation phase, each flying creature must choose either to continue swooping or to land. If a flying creature on the ground takes off, it immediately receives a swoop token.

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

During the combat phase, any creature that is touching or within range 1 of an objective token that hasn't been cleared by one of the players is affected in one of two ways:

- If the objective token has a **duration token** (representing fungus), the creature cannot roll more than 3 attack dice during any attack.



North player starting area

South player starting area

- Objective tokens
- Duration tokens
- Armor tokens
- Dimes
- Pennies

- If the objective token has a **shattered armor token** (representing ooze), the creature rolls -2 defense dice during combat.

A creature that is within range 1 of two different objective tokens (each representing a different type), suffers both penalties. However, a creature that is within range 1 of two objective tokens of the same type does not suffer the same penalty again.

At the start of the end phase, follow the procedure below:

1) **Clearing out objective tokens:** Each creature (or troop's point soldier) in ascending level order must decide whether or not it will "clear out" the fungus or ooze represented by a nearby objective token. A creature may only clear out an objective token if it is the **only** creature that is either touching or within range 1 of that objective token. A single creature can only clear out one objective token, even if it is within range of two different objective tokens. Creatures that have sustained lethal damage do not count for these purposes; a creature with lethal damage cannot clear out an objective token, nor does its presence prohibit another creature from doing so.

When a player clears out an objective token, he or she removes the duration token or armor token from on top of that objective token, and then places their faction's coin on top of that objective token; this marks that he or she was the one who cleared out that area.

Each individual player's legion may clear out a maximum of 2 objective tokens during the same end phase, even if the player has 3 or more creatures in the position to do so (therefore no more than 4 total objective tokens can be cleared out during the same round). A creature may choose not to clear out an objective token if it doesn't want to, either to allow another allied creature the ability to do so, or simply because the player simply does not wish to.

If all 9 objective tokens are cleared out, the adventure ends immediately. Do not proceed with the rest of the end phase; creatures with lethal damage are not removed from play.

2) **Armor damage:** During the next step, any creatures with an agility of 0 that are still within range 1 of a **shattered armor token** (ooze) must immediately flip one of their armor tokens over to the face down shattered side. If a creature with 0 agility does not have any face up armor tokens remaining, the creature receives 1 normal damage instead.

3) **Spreading ooze and fungi:** At this point, the remaining ooze and fungi attempt to spread to areas that have been cleared out. If a cleared out objective token is orthogonally (not diagonally) adjacent to an objective token infected with ooze or fungus, then it is possible that the cleared out objective token will become infected.

If there is at least one creature touching or within range 1 of the cleared out objective token, then the infection does not spread. This defensive measure is not voluntary on that creature's part, and this happens even if the nearby creature is from a faction other than the one that cleared out the token.

If there are no creatures touching or within range 1 of the cleared out objective token, then roll 1 green defense die

(no matter how many adjacent objective tokens are infected). If a blank is rolled on the green die, the cleared out objective token is not infected, and remains cleared out.

If anything else is rolled on the green die, the adjacent infected token infects the cleared out objective token. Place the same type of token as the adjacent infected token (duration token or shattered armor token) on top of the cleared out objective token, and remove the coin that was there. If there are two different kinds of adjacent infections (fungus and ooze), then roll 1 red attack die to determine the type of infection that spreads; a **♦** or **✱** result indicates that a duration token (fungus) spreads there; any other result indicates that a shattered armor token (ooze) spreads there.

NOTE: If a cleared out objective token becomes newly infected during this step, the newly infected token **cannot** infect another adjacent token during the same end phase.

4) Proceed with the rest of the end phase.

ONE FINAL NOTE: Due to the magic ritual taking place here, no player may activate the **Time Stop** spell during this adventure.

END OF ADVENTURE

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

1) All remaining objective tokens are cleared out during the first step of the end phase, at which point 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 is time called for the adventure.

ADVENTURE SCORING AND VICTORY

If the adventure ends because all objective tokens were cleared out, then the player who has the most coins on the objective 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:

[120 - Opponent's legion remainder + 20 per coin of your type on the objective tokens]

A player's legion remainder is equal to the number of legion points remaining in his or her 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 objective tokens were cleared out). 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.

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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)