

# D&D<sup>®</sup>

## ATTACK WING

### OP CAMPAIGN ADVENTURE #7: THE DEVASTATION ORB

*It was a combination of good intelligence and good timing that allowed your legion to intercept and overcome the nihilistic forces of the Cult of the Eternal Flame, even as the cultists left the protection of their keep to unleash a devastation orb upon Neverwinter.*

*Just before their defeat, the fire cultists placed an enchantment upon the devastation orb, securing the deadly object to a pedestal in the midst of the battlefield. Just as you are trying to find a way to undo this powerful magic, another legion arrives hoping to claim the devastation orb for themselves. Whether this legion feels it can do a better job of disposing of the orb, or whether it secretly hopes to use the orb as a weapon against its enemies, you cannot tell for sure.*

*The devastation orb will unleash its fury at a random point in the not-too-distant future. With both sides anxious about this cataclysmic occurrence, tempers flare and threats are shouted. Soon both legions start ordering their troops to prepare for battle. Only one side will be able to claim the powerful object, or perhaps neither will!*

### ADVENTURE SET-UP

**Number of Players:** 2

**Special Components:** 1 orb token (2" diameter), as well as the damage track and cumulative damage token from OP6\*

\*Alternatively, an adventure token on any sort of numbered track, even hand-drawn, will suffice.

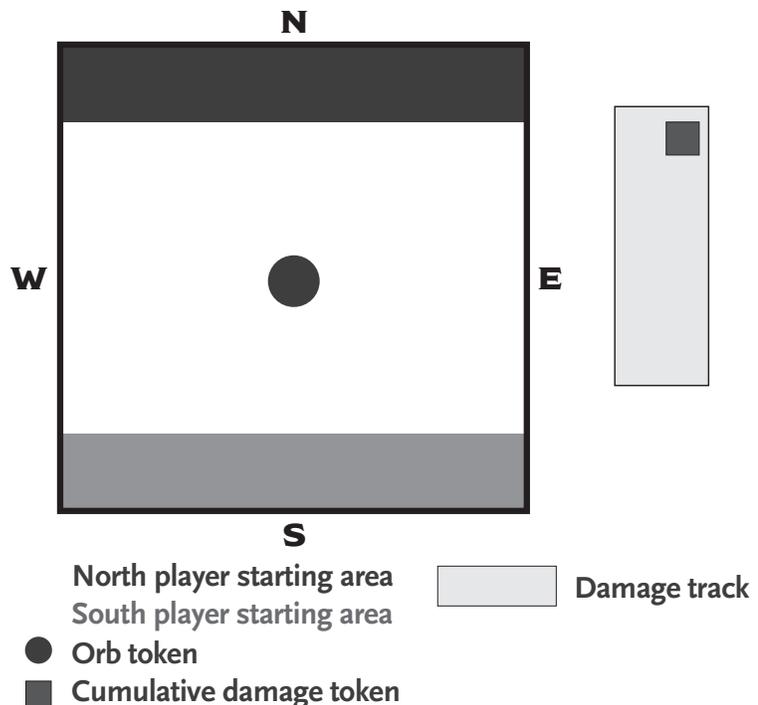
**Legion Points:** 120

All troops fielded during this adventure are considered veteran troops. Each upgrade that is equipped by a troop with 2 or more soldiers costs -1 LP.

Due to interference caused by the cult's powerful enchantments, no player may equip the *time stop* upgrade or the *psionic commander* upgrade during this adventure. Also, no player may equip any of the OP 7 participation prize upgrades during this adventure.

Place the orb token in the exact center of the play area with the orb illustration showing face up.

Place the damage track to one side of the play area, and the cumulative damage



token on the space marked 1. The players then place their creatures in their starting areas according to the the normal setup rules for 2 players.

## SPECIAL RULES

All troops with 2 or more soldiers roll +1 defense die during this adventure. In addition, no troop can ever lose more than 1 soldier to a single morale check during this adventure, no matter how many ✨ results are rolled during that morale check.

The orb token is considered a ground obstacle; any normal damage rolled for moving through it does not penetrate armor. After a creature moves onto or through the orb token and suffers the normal penalties for doing so, advance the damage token on the damage track one step further.

The area surrounding the *devastation orb* is particularly volatile due to the cult's enchantments. Any creature (or troop's point soldier) within range 1 of the orb token rolls +1 attack die each time it attacks. In addition, whenever any creature (or soldier) sustains damage within range 1 of the orb token, advance the damage token on the damage track one step further.

The damage track and its associated token will be used to determine how many attack dice must be rolled in the end phase to determine if the *devastation orb* explodes.

At the start of each end phase, perform the following steps in order.

1) Roll a number of attack dice equal to the number indicated on the damage track.

2) If fewer than 3 👁️ results are rolled, the orb does not explode and **the damage token is immediately advanced 1 space forward on the damage track.** (Of course, if the damage token is currently on the 1 or 2 space, it is impossible for the orb to explode.)

2) If 3 or more 👁️ results are rolled, the orb explodes and unleashes its devastation upon the battlefield (ground and air). Any creature whose base is touching the orb token is instantly vaporized and removed from the game. All other creatures in the play area receive a number of face down damage cards equal to

[5 - the creature's range from the orb token]

Creatures beyond range 4 do not receive any damage cards. Fire creatures receive 1 less damage card than normal (although they are still vaporized if touching the orb token). Creatures cannot roll defense dice or use armor to deflect the orb's explosive damage. A troop's range from the orb is determined by the soldier who is

closest to the orb token. Treat the total damage inflicted by the orb against a troop like an area attack; the troop loses a number of soldiers equal to the amount of damage cards that it would normally receive.

After the orb is done wreaking its devastation, remove the orb token from the game.

3) Proceed with the rest of the end phase.

## END OF ADVENTURE

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

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

OR

2) when time is called for the adventure.

## ADVENTURE SCORING & VICTORY

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 + (30 if the orb token is still in play and you have at least 1 creature within range 1 of the orb)]

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.

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. 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**

**PLAYER INFORMATION**

<b>DATE</b>	
<b>EVENT</b>	

<b>NAME</b>	
<b>EMAIL</b>	

	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>		

<b>CREATURE 1 TOTAL LP</b>		+	<b>CREATURE 2 TOTAL LP</b>		+	<b>CREATURE 3 TOTAL LP</b>		+	<b>CREATURE 4 TOTAL LP</b>		+	<b>CAMPAIGN ARTIFACT TOTAL LP</b>		=	<b>TOTAL BUILD</b>	
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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:**

**AFTER BATTLE ENDS:**

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

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