

D&D[®]

ATTACK WING

OP CAMPAIGN ADVENTURE #9: SADDLE OF THE CAVALIER

The priests of Tempus, god of war, are hosting a tournament to determine the greatest mounted warrior in Faerûn. Many have arrived to prove their mettle in this tournament, both those who are masters of mounted combat, and those who wish to prove that riders and mounts are not needed to win on the field of battle.

*“The Lord of Battles welcomes you all,” announces the high priest. He pauses for a moment and smiles at the mighty forces gathered before him. “This prize, the **saddle of the cavalier**, awaits the force that is victorious in this grand contest. This symbol of triumph will prove to one and all that you are the champion of battle throughout Faerûn.*

“Now prepare yourselves. The great tournament shall commence the moment the sun reaches its noontime height!”

ADVENTURE SET-UP

Number of Players: 2

Special Components: none

Legion Points: 120 per side.

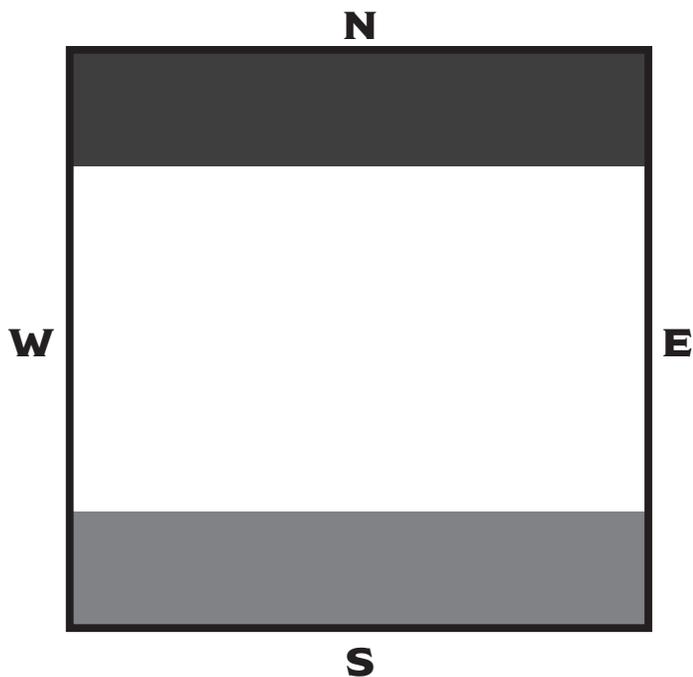
All mount upgrades, rider upgrades and dragonrider upgrades cost -2 legion points to equip.

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

SPECIAL RULES

Once during each combat phase, each creature with a mount upgrade may roll +1 attack die when attacking with a **primary weapon** OR with a **mount upgrade attack** (i.e. an upgrade attack such as “swallow whole” or “tears of flame” that requires the presence of a particular mount).

Once during each combat phase, each creature with a rider upgrade or dragonrider upgrade may roll +1 attack die when attacking with a **primary weapon** OR with that rider’s listed **upgrade attack**, if any.



North player starting area
South player starting area

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]

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.

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)