



BATTLE OF THE ANCIENTS™



SCENARIOS - DEMO

Version 0.22, MARCH 10th 2021

SOLO: Choose a faction and complete the scenario VICTORY condition to win. Enemy factions, controlled using AUTO-ENEMY rules, win if they are the last faction with units on the map.

TWO PLAYER: Each player picks a faction to play in a chosen scenario. The factions are pitted against one another, battling to complete the scenario VICTORY condition to win.

SCENARIO 1: FOOD or SHELTER

Bohmerk vs. Dhargon

A dhargon scout, while searching for a place for his tribe to camp for the night, has discovered a structure that he thinks could provide his tribe a safe haven, one that could house them for a longer period of time. He carefully stashes the two eggs he has been carrying in the tall grass (they will hatch soon), out of danger, and begins to explore the ruined building.

Meanwhile, a viscous mass of tentacles and sinew slides onto the shore of a small pond. This creature, a bohmerk (referred to as 'gluts' or 'slogs' by most), is starving to death. Luckily for it, even at this distance, it has registered a change in temperature: a living creature, food. It drags itself over a rock towards its first meal in days.

MAP SETUP: Place CARD DRAW tokens (red, multi-use) on D2 and A7, ITEM DRAW tokens (blue, one-use) on E4 and A5. DHARGON starts first.

VICTORY: The first faction to complete their objective or the last faction with units on the map wins the game.

BOHMERK SETUP: 1 S2/D2 on H4

BOHMERK OBJECTIVE: Defeat and absorb 4 enemy units, draw 4 cards.

DHARGON SETUP: 2 S0/D2 on A1, 1 S1/D2 on B1

DHARGON OBJECTIVE: Craft 3 eggs using 1 MEAT for each, draw 4 cards.

SCENARIO 2: CRYSTAL CORRUPTION

Orpal vs. Varpen

A varpen raid party was attacked while fortifying an abandoned laboratory that they hoped to use as an outpost. The lone varpen survivor of the attack described his assailants as 'savage, horrific creatures' that killed then...devoured...the other members of her group. The varpen need to seize this crucial location so they have sent another, more experienced, force to secure it.

The original varpen raid party was attacked by a ferocious band of orpal wanderers. A wanderer had sensed an object of power in the dilapidated lab, a RIFT CRYSTAL, and was searching for it when they stumbled upon the varpen group. After slaughtering the varpen, the orpal wanderers were unable to secure the artifact and returned to their commander empty handed. Angered, their commander has decided to travel to the site of the altercation himself in pursuit of the powerful artifact.

MAP SETUP: Place CARD DRAW tokens (red, multi-use) on D2 and E4, ITEM DRAW tokens (blue, one-use) on A6, D4 and H2 and an ORPAL RIFT CRYSTAL on B4 (NOTE: Rift Crystals can be picked up and carried by units of ALL factions but only S2/D3 ORPAL GATEMASTERS can use the crystals to create SMALL and LARGE PORTALS). VARPEN starts first.

VICTORY: The first faction to complete their objective or the last faction with units on the map wins the game. NOTE: If the ORPAL GATEMASTER is killed before their portal can be created, the VARPEN win the scenario.

ORPAL SETUP: 1 S2/D3 on G6, 1 S1/D2 on H6. Transport Portal Bag: 1 S3/D4, 2 S1/D2, 2 S2/D1, 1 S3/D1, 1 S1/D3.

ORPAL OBJECTIVE: Obtain the RIFT CRYSTAL with the GATEMASTER (S2/D3). Sacrifice a captured prisoner along with the crystal (and 3 SKULL DICE) to create a LARGE PORTAL. Defeat 2 other enemy units in combat, draw 3 cards.

VARPEN SETUP: 2 S1/D1 on B1 and 1 S1/D1 on C1.

VARPEN OBJECTIVE: Take 1 prisoner, exchange them at a map edge (spending 1 move die) to add a S1/D1 unit to the map on that space, defeat 2 other enemy units in combat, draw 3 cards.

SCENARIO 3: THE SARKAGS

Varpen vs. Bohmerk

A band of varpen soldiers have been chased for several hours by a pair of voracious SARKAG WOLVES. The varpen are terrified. Luckily, the three have discovered an abandoned building. If they can barricade the entrances to the building, they can hold off the sarkags long enough to mutate themselves, become stronger, so that they will have the upper hand.

Elsewhere, the wafting smell of something delicious awakens a hungry mass of bohmerk from a deep slumber. The smell is rancid, fetid...irresistible! The bohmerk feels vibrations from several pairs of animal paws tromping through the mud a distance away, it hears the yipping and gnashing of teeth. This meal is almost close enough to taste...

MAP SETUP: Place CARD DRAW tokens (red, multi-use) on B4 and E4, ITEM DRAW tokens (blue, one-use) on D4 and B6. Place S2/D2 SARKAG WOLVES (purple faction) on H2 and H3. BOHMERK is the first player, VARPEN is second, the sarkags take their auto-turn third.

The SARKAG WOLVES are controlled by AUTO-ENEMY MOVE and COMBAT rules (replacing the faction name with SARKAG), with 1 exception to the MOVE rule: If no unit moved last turn, they MOVE 1 SPACE toward the closest unit of another faction (prioritizing units that are player-controlled). Also, units of other auto-enemy factions DO NOT move to attack the sarkags.

VICTORY: The first faction to complete their objective or the last faction with units on the map wins the game.

VARPEN SETUP: 1 S1/D1 on A1, B1, and C1.

VARPEN OBJECTIVE: Barricade both doorways to the DESTROYED LABORATORY (B3 and D6) with wall tokens. Both walls must be present at the same time. Defeat 2 enemy units in combat, draw 4 cards.

BOHMERK SETUP: 1 S2/D2 on G8.

BOHMERK OBJECTIVE: Gather 6 resources and ABSORB them (see the Bohmerk faction dashboard). Defeat 2 enemies and ABSORB them, draw 4 cards.

SCENARIO 4: STRANGE READINGS!

Dhargon vs. Orpal

A dhargon scientist named Dra'Teg has discovered a location with several strange power anomalies. He has been studying them for the better part of a day and the longer he is near them, the more disoriented, and uncharastically hysterical, he is becoming. The power that he feels by standing close to the anomalies has become very addictive.

Unknown to Dra'Teg, an orpal gatemaster hides behind the crumbling wall of a nearby building. This gatemaster was notified when the dark magik perimeter, formed after a ritual involving the burial of several WARLOCK TALISMANS, was broken by an intruder. This orpal staging area must be cleared of trespassers.

MAP SETUP: Place CARD DRAW tokens (red, multi-use) on D2 and H5, ITEM DRAW tokens (blue, one-use) on C3 and A7. Both factions roll 4d6, the player with the highest roll starts first (reroll on a tie).

Mark the buried WARLOCK TALISMANS on the map with EVENT TOKENS (purple tokens with white insignias) on B2, B7, G2, G7. A WARLOCK TALISMAN is activated when a faction has at least 1 unit on it. Factions gain +1S and +1D to **all their units** for each WARLOCK TALISMAN that a faction has activated.

VICTORY: The first faction to complete their objective or the last faction with units on the map wins the game.

DHARGON SETUP: 1 S0/D2 on C1, 1 S2/D3 (Dra'Tor) and 1 S0/D2 on D1.

DHARGON OBJECTIVE: Activate all POWER BEACONS at once (have 1 unit on each), draw 4 cards.

ORPAL SETUP: 1 S2/D3 on D8 with a RIFT CRYSTAL. Transport Portal Bag: 3 RIFT CRYSTALS, 1 S2/D3, 2 S3/D1, 2 S2/D1, 2 S1/D3, 2 S1/D2, and 1 S3/D4.

ORPAL OBJECTIVE: Activate all POWER BEACONS at once (have 1 unit on each), draw 4 cards.

VICTORY GAME: BASIC SETUP (DEMO)

(1 - 4 Players)

This BASIC SETUP is used when playing a VICTORY GAME. Units are placed and the map is set up as noted below. Games are played to a set number of VICTORY POINTS (VP): 10, 20, or 30. Players track their VP using a cube of their faction's color on the VICTORY POINT TRACK. The first faction to earn the set number of Victory Points (at the end of a round*) or the last faction with units on the map wins the game.

Victory Points are earned by completing the 'VICTORY POINT OBJECTIVES for ALL PLAYERS', as noted on the provided card, and by completing the BONUS VICTORY POINT OBJECTIVES on their FACTION DASHBOARDS.

For a SOLO VICTORY GAME, see the small cards in Scenarios 1 and 2.

MAP SETUP: ACTION CARD tokens (red, multi-use) are placed on A7 and E4. ITEM CARD DRAW tokens (blue, one-use) are placed on A5, D2, D7 and E5. Players roll 4d6, rerolling on a tie, the player with the highest roll total is the first player. Play moves clockwise.

VARPEN: 1 S1/D1 unit on A8, 2 S1/D1 units on B8.

BOHMERK: 1 S2/D2 unit on H8.

DHARGON: 1 S0/D2 unit and 1 S2/D3 unit on A1, 1 S0/D2 unit on A2.

ORPAL: 1 S1/D2 unit on G1, 1 S2/D3 unit with a RIFT CRYSTAL on H1. Transport Portal Bag: 3 RIFT CRYSTALS, 1 S2/D3, 2 S3/D1, 2 S2/D1, 2 S1/D3, 2 S1/D2, and 1 S3/D4.

* If there is a tie, add up the total STRENGTH and DEFENSE of the surviving units of the tying factions, the highest total wins. On a tie, the tied player holding the most cards wins. If there is still a tie, players earn a shared victory, the creatures of their factions live to fight another day.