

# Mennara Aflame

## Campaign Introduction

### The story

Mennara has been peaceful for a generation. Evil has lain dormant. There have been signs and portents; many have chosen to ignore them. Evil stirs anew, and its minions are on the march.

### Overview

"Mennara Aflame" is a campaign of linked Diskwars events. They will unfold in a storyline fashion, and results will have a bearing on future scenarios. The first cycle of 4 scenarios uses only disks contained in the "Revised" set. The purpose is to re-introduce players to the fun of when Diskwars was brand new and these were all the disks that were available. These scenarios are all deemed to take place in a somewhat concurrent fashion, so there will be no immediate effect of victory upon the storyline. Future cycles will add disks from expansion sets in the order of release.

There is actually a rationale for this. In war, the effective capabilities of units can improve over time. This can be due to experience or an improvement in technology as the war progresses. Even in peacetime, countries like to give their troops combat experience if possible. And there were PanzerKampfWagon III's before there were PanzerKampfWagon V's. Therefore, we start out with the basic troops for each faction. Don't panic, your enemy has troops of the same relative quality as you. And it will lessen the effect of a player having too many disks from which to choose. If a player doesn't have the basic disks from the correct faction, another faction could be substituted if necessary. Try to keep the same alignments. A player may identify with, or claim, a certain faction. This means that the player must play that faction when they are used in a scenario. This should help with the story aspect.

### Objective

To have fun.

Each faction on the winning side will get a selection advantage in the **next** cycle. In the campaign, factions have some of their starting force pre-selected. These are designated as basic faction squads, and are essentially all the disks that appear on the faction's Revised fixed flats except for Uthuk spellcasters and 1 Undead Wraith. In cycle 2, all factions will be allowed to reduce their basic squad by 2 disks of their choice. This will allow more flexibility in army composition. For victory in cycle 1, there will be opportunities for a faction to reduce or replace its starting squad in cycle 2 in addition to the 2 previously mentioned. At least 1 basic infantry disk of each faction will be allowed veteran status. Veterans are designated by a marker (a good use for Legions non-spell disks) and gain +1 to AT, D, and T. Basic infantry are Men of the Sword, Drake Warriors, Regiment of the Anvil, Deepwood Warriors, Men at Arms, Grugs, Undead Horde, and Warriors of Yllan. There is also a treasure in scenario 1.4 that will give the controlling faction a bonus item for future cycles. This will all be covered in greater detail before the next cycle begins.

### Notes

I have used more than a bit of terrain and even introduced some new terrain types to build the scenarios. Please read the terrain rules carefully for each scenario, along with the special rules. I have tried to phrase things as exactly as possible. I will apologize in advance for any misspellings, especially with disk names. If playing as a campaign, try to keep a record of which factions have won.

My thanks to Roger Abernathy, Ryan Davis, Kevin Mullen, Pete Orfanos, Rob Rodger, Drew Rosewitz, Jason Seaman, and Paul Yoakum for playing these scenarios, and the Compleat Strategist in Boston ([www.201mass.com](http://www.201mass.com)) for providing the locale.

Don Lynch

# Mennara Aflame

## Scenario 1.1 - A Deepwood Surprise

### Introduction

Mennara has been peaceful for a generation. Evil has lain dormant. There have been signs and portents; many have chosen to ignore them. Evil stirs anew, and its minions are on the march. Without warning, the ululations of the Uthuk shatter a tranquil Deepwood morning ...

### Overview

"A Deepwood Surprise" is the first in a projected campaign series of Diskwars events. They will unfold in a storyline fashion, and results may well have a direct bearing on future scenarios.

### Terrain

**Village and forests** as per rules.

**Low stone walls**, represented by boulder counters, cause ground troops to stop upon entering.

Disks attacking while in stone walls are -1 AT, -1 D, and -1 T.

**Stream**, represented by 1" ribbon or tape, cause ground troops to stop upon entering.

Disks in the stream are -1 AT, -1 D, and -1 T.

**Deepwood Forest** casts strange shadows for those not used to them. Deepwood (named) disks get +1 T in Forest terrain. Non-elves (by faction) have arrow range reduced to **9"** and must trace a line of sight. (Range War style LOS - from any part of shooting disk to any part of target disk.)

- This effect is not limited to "Forest" terrain. It effects the **entire** playfield, which is part of Deepwood Forest.

### The Scenario

Name: "A Deepwood Surprise" by Don Lynch

Players: 3, in 2 Teams. (2 players if necessary.)

Factions: Elves versus Uthuk and Orcs.

Point Value: Elves 165, Uthuk 100, Orc 120.

First Turn Order: Uthuk, Orcs, Elves. (Then rotate order)

Game Length: 6 Turns

### Setup Sketch:

North Edge		
F F		F = Forest
ssssVssss		V = Village
F F		s = stream
South Edge		

Setup: 4'x 4' area.

- Orc staging area centered 2" from one table edge, designated North.
- Elf staging area centered 2" from opposite table edge, designated South.
- A 1" wide stream runs East-West across the center of the playfield.
- The village of Deepwood Glen is placed in center of playfield. The village is placed over the stream and disks in the village ignore the stream effects.
- 4 Forests are placed diagonally one toward each corner with 6" in between the village and each forest.
- The Elf player has 6 boulder counters which represent low stone walls. They may be placed anywhere entirely within 12" of the Village and not overlapping any terrain piece.

Set up Order: Elves, Uthuk, Orcs.

With the above exception of the village negating stream effects, terrain effects are cumulative by different type for any disks in more than one type of terrain. That is, a disk in two stone walls is only effected by one. An attacking disk in a stone wall and a stream is effected by both, and would be -2 to AT, D and T. No printed stat greater than 1 may be decreased below 1.

### Special rules:

Elves (by faction) may ignore the special text conditions on the **Servant of Yllan** disk.

**Deepwood Forest** (see terrain above).

### Victory Points:

(Elf and Orc only)

Sole possession of Deepwood Glen at the end of a turn:

Turn 1-2 = 5 points

Turn 3-5 = 10 points

Turn 6 = 25 points

Uthuk do not count against Orc sole possession.

(Uthuk only)

Each dead or enslaved peasant is worth 7 bonus points in addition to the basic 2 points.

Each faction gains points for destroyed or enslaved units at end of game. If Orc and Uthuk combine on a kill, the Uthuk get credit. Units may not exit the playfield.

Good or combined evil may win the scenario. If evil wins, the Orc/Uthuk may brag per personal VPs gained.

25+ Point Differential is a Convincing Victory.

50+ Point Differential is a Resounding Victory.

## Army Composition:

### ELF - 165 Points

One Basic Elf Squad (52 points):

- 4 Deepwood Archers
- 4 Deepwood Warriors
- 1 Riders of the Wood
- 1 Windrider

Set up one basic Elf squad entirely within 6" of Deepwood Glen Village.

Set up one basic Elf squad entirely within 6" of the staging area.

Set up 5 peasants (controlled by the Elf player) in an "X" pattern around Deepwood Glen, one in the center of the village and one in each diagonal direction adjacent to the village and on a line toward a corresponding forest and corner.

Reinforcements at 6 per turn.

Available to the Elves:

Deepwood Archers  
Deepwood Warriors  
Riders of the Wood  
Windrider  
Ailann Eleorann

Elven Bard  
Elven Warder  
Highland Trianor  
Nonadri Silverglade  
Prince Leronoth

Dryad  
Faery Swarm (Limit 1)  
Gnomes of Qulmur  
Peasants  
Golem (Limit 1)

### ORC - 120 Points

One Basic Orc Squad (57 points):

- 1 Beastrider
- 4 Grugs
- 2 Tribesmen from Ulc
- 2 Urkan Bowmen
- 1 Wasteland Ogre

Set up one basic Orc squad entirely within 6" of North table edge.

Reinforcements at 6 per turn.

Available to the Orcs:

Beastrider  
Grugs  
Tribesmen from Ulc  
Urkan Bowmen  
Wasteland Ogre

Ghash Zurkan  
Goblin Marauders  
Shieldgrogs  
Ugg the Mean  
Urgg the Really Mean

Zeegra, Warrior Princess  
Lotharian Lion  
Marshwood Troll (Limit 1)  
Serpent of Vlleng

### UTHUK - 100 Points

One Basic Uthuk Squad (56 points):

- 2 Ru Airglider
- 2 Uthuk Zealots
- 2 Don'ra Stingers
- 4 Warriors of Yllan

Set up one basic Uthuk squad entirely within 9" of North table edge.

Set up remaining Uthuk entirely within 6" of North table edge.

No Reinforcements. Uthuk use Orc staging area if needed.

Uthuk may only cast one spell on the first turn.

Available to the Uthuk:

Ru Airglider  
Uthuk Zealots  
Don'ra Stingers  
Unclean Ones  
Warriors of Yllan

Daroul Boneslicer  
Servant of Yllan (Limit 1)  
Shura Assassin (Limit 1)  
Warlock Eth Dragon  
Zok, Slavemaster

Aramire Djinn  
Lotharian Lion  
Golem (Limit 1)  
Serpent of Vlleng  
Blood Spider

# Mennara Aflame

## Scenario 1.2 - Ambush in Dunwarr Pass

### Introduction

Mennara has been peaceful for a generation. Evil has lain dormant. There have been signs and portents; many have chosen to ignore them. Evil stirs anew, and its minions are on the march. A troop of Dwarves led by Damlo Hammerfist is escorting a valuable cargo of mithrail from the mines to their forges. Without warning, the ululations of the Uthuk shatter a tranquil Dunwarr morning ...

### Overview

"Ambush in Dunwarr Pass" is the second in a projected campaign series of Diskwars events. They will unfold in a storyline fashion, and results may well have a direct bearing on future scenarios.

### Terrain

**Mountain** as per rules.

**Dunwarr Pass**, represented by an 8" area between 1" contour lines (tape) running in a North South direction along the center of the playfield.

**Hills**, represented by 1" contour lines bordering Dunwarr Pass. Place another set of contour lines 6" beyond each of these, again running in a N/S direction. This would be a total of 4 contour lines. Dunwarr Pass ascends from the center toward the Eastern and Western edges, which are the highest elevation on the playfield.

- Non-flying disks moving uphill are -1 M if they enter a contour line while moving in an uphill direction, that is from Dunwarr Pass toward either the East or West edges. If a disk only has 1 MP left, it may not enter the contour line.
- Disks on a contour line attacking uphill or sideways (onto another disk on the same contour line) are -1 AT, -1 D, and -1 T during the combat phase.

### The Scenario

Name: "Ambush in Dunwarr Pass" by Don Lynch

Players: 2

Factions: Uthuk versus Dwarves.

Point Value: Uthuk 120, Dwarves 84.

First Turn Order: Uthuk, Dwarves. (Then rotate order)

Game Length: 7 Turns

### Setup Sketch:

c = contour line; M = mountain

```
East Edge
cccMccccccccccc
ccccccccccccccc
<- Dunwarr Pass -> South
ccccccccccccccc
cccccccccccMccc
West Edge
```

**Setup:** 4'x 3' area. 4' from North edge to South edge and 3' from West edge to East edge.

- Uthuk staging area centered 2" from West table edge. (Staging areas only used if necessary. There are no reinforcements.)
- Dwarf staging area centered 2" from South table edge.
- 1 Mountain is placed centered on the easternmost contour line 9" from the North edge.
- 1 Mountain is placed centered on the westernmost contour line 9" from the South edge.

Set up Order: Uthuk, Dwarves.

### Special rules:

The spells "Feet of Clay" and "Twister" are banned for this scenario.

Use a boulder disk to represent the treasure cart. It must be assigned to a Dwarven unit at all times if possible. While in play, place it on top of the disk carrying it. The disk which is moving the cart is -1 M if it moves outside of Dunwarr Pass. This penalty is not cumulative with the -1 M for a contour line. Damlo may not be assigned to move the cart unless he is the only Dwarven disk left or unless all other Dwarven disks are pinned by enemy disks. The cart may only be moved by one disk per turn. The cart may be transferred to another disk within 1" at a cost of 1 M to the moving disk. It may not be transferred if there are no MP remaining. If the carrying disk is enslaved or destroyed, the cart is considered uncarried and is placed on the playfield where the center of the carrying disk was. The cart is considered neither over nor under any disk for any purpose. Any unactivated and unpinned Dwarven disk within 1" may pick up the cart at a cost of 1 MP. This disk may then move the cart. Remember that the cart may only be moved by one disk per turn.

The Uthuk may **not** move the cart. The carrying disk is **immune** to any spells/ SA's/ bonuses that would move/ relocate/ remove it, change movement rate, not allow movement, change activation status, and "Invisibility".

### Victory Points:

Dwarves gain **40 VP** if they exit the Treasure cart off the North edge. Dwarven units may exit the North edge of the playfield. Dwarves gain half the point cost for every "Dwarf" disk exited. Each faction gains points for **destroyed** or **enslaved** units at end of game.

25+ Point Differential is a Convincing Victory.

50+ Point Differential is a Resounding Victory.

## Army Composition:

### DWARVES - 84 Points

6 Crossbows of Tuggarth  
8 Regiment of the Anvil  
2 Stalwarts  
Damlo Hammerfist

Dwarves set up hidden as a column of two disks wide in rank. Damlo marches alone as a separate rank. Simply stack the units. Top one is first rank left, next is first rank right, then second rank left, et cetera. Damlo takes one rank by himself. The cart must be in the fourth, fifth, or sixth rank. In the stack, the cart disk is placed after the disk that is carrying it. Each rank will be placed on the playfield 1" behind the rank in front. Within each rank the two disks will be 1" apart. After the Uthuk set up, the lead rank in the Dwarven column is set up 15 +d6 inches from the North edge and centered along Dunwarr pass.

### UTHUK - 120 Points

One Basic Uthuk Squad (56 points):  
2 Ru Airglider  
2 Uthuk Zealots  
2 Don'ra Stingers  
4 Warriors of Yllan

Plus an additional 64 points.

Set up anywhere except within 6" of Dunwarr Pass, at least 12" from the North edge, and unstacked.

Available to the Uthuk:

Ru Airglider  
Uthuk Zealots  
Don'ra Stingers  
Unclean Ones  
Warriors of Yllan

Da'Roul Bonesplicer  
Servant of Yllan  
Shura Assassin  
Warlock Eth Dragon  
Zok, Slavemaster

Aramire Djinn  
Lotharian Lion  
Marshwood Troll  
Serpent of Vlleng  
Blood Spider

# Mennara Aflame

## Scenario 1.3 - The Ruins of Ashleigh Grove

### Introduction

Mennara has been peaceful for a generation. Evil has lain dormant. There have been signs and portents; many have chosen to ignore them. Evil stirs anew, and its minions are on the march. In Morran Country, not far from the Tallundin River, a small run-down keep lies in the heart of the village of Ashleigh Grove. The inhabitants slumber, not realizing the night hides foul undead, shuffling softly toward their unsuspecting prey ...

### Overview

"The Ruins of Ashleigh Grove" is the third in a projected campaign series of Diskwars events. They will unfold in a storyline fashion, and results may well have a direct bearing on future scenarios.

### Terrain

**Ruins, Village**, and **Forests** as per rules.

**Knight Staging Area** is a **Barracks**, is considered **terrain**, and follows the rules for a **Village**.

**Low stone walls**, represented by boulder counters, cause ground troops to **stop** upon entering.

- Disks attacking while in stone walls are -1 AT, -1 D, and -1 T during combat.

### Scenario Detail

**Name:** "The Ruins of Ashleigh Grove" by Don Lynch

**Players:** 4, in 2 Teams.

**Factions:** Acolyte and Knight versus Undead and Orc.

**Point Value:** Acolyte 100, Knight 100, Undead 120, Orc 100.

**First Turn Order:** Undead, Acolyte, Orc, Knight.

(Then rotate order each turn)

**Game Length:** 6 Turns

### Setup Sketch:

North Edge						F = Forest
	O					R = Ruins
		F				V = Village of Ashleigh Grove
			R			A = Acolyte Staging Area
				K		K = Knight Staging Area
U					V	O = Orc Staging Area
	F					U = Undead Staging Area
					A	
South Edge						

**Setup:** 4'x 4' area.

- Orc staging area centered 2" from one playfield edge, designated North.
- Undead staging area centered 2" from West playfield edge.
- Acolyte staging area in SE corner 4" from East and South playfield edges.
- Ruins 3" NW from the center of the playfield. Knight staging area 3" SE from the center of the playfield.
- Village on the center to SE corner axis, equidistant from the Acolyte and Knight staging areas.
- 2 Forests are placed 14" from the center, one each diagonally toward the NE and SW corners.
- The Knight player has 6 boulder counters which represent low stone walls. They may be placed anywhere entirely within 8" of the center of the playfield and not overlapping any terrain piece.

**Set up Order:** Knight, Acolyte, Orc, Undead.

### Special rules:

Terrain effects are cumulative by different type for any disks in more than one type of terrain. That is, a disk in two stone walls is only effected by one. An attacking disk in a stone wall and attacking a disk in a village is effected by both. No printed stat greater than 1 may be reduced below 1 as a result of terrain.

Disks in any terrain (including the Knight Staging Area/Barracks) are **not** subject to **Firbolg's** special crushing ability. Similarly, disks in any terrain (including the Knight Staging Area/Barracks) are **not** subject to the **Beastrider's** special overrun ability. Note the other staging areas are **not** considered terrain. The text restrictions on attacking the **Wastelands Ogre** are voided.

If the Knight staging area is entirely blocked, use the first feasible alternative in this prioritized order: the Village, the Acolyte staging area, or within 4" of the South edge of the playfield. Acolytes may also use within 4" of the South edge if their staging area is entirely blocked.

### Victory Points:

Sole possession of the Ruins at the end of the Game: 20 points. (Knight and Orc only)

Undead do not count against Orc sole possession. Acolytes do not count against Knight sole possession.

Sole possession of Ashleigh Grove Village at the end of the Game: 10 points. (Acolyte and Undead only)

Orcs do not count against Undead sole possession. Knights do not count against Acolyte sole possession.

Each faction gains points for destroyed enemy disks at end of game. If Orc and Undead combine on a kill, the Undead get credit. If Acolyte and Knight combine on a kill, the Knights get credit.

Disks may not exit the playfield.

Good or evil may win the scenario. A player may brag per personal VPs gained.

25+ Point Differential is a Convincing Victory.

50+ Point Differential is a Resounding Victory.

## Army Composition:

### ACOLYTE - 100 Points

One Basic Acolyte Squad (58 points):

2 Carpet Riders  
2 Dervishers  
4 Men of the Sword  
2 Sunderland Archers

Set up one basic Acolyte squad in the staging area. Reinforcements at 6 per turn. Available to the Acolytes:

Carpet Riders	Brother Tramere	Sister Delaan
Dervishers	Levitor (Range 12")	Dryad
Men of the Sword	Loki DreamWeaver (Cost 11)	Gnomes of Qurlnyr
Sunderland Archers	Mentalist	Peasants
Assan the Elder	Physical Adept	Golem (Limit 1)

### KNIGHT - 100 Points

One Basic Knight Squad (50 points):

1 Heavy Horse Cavalry  
4 Men at Arms  
1 Pikemen  
4 Royal Bowmen

Set up one basic Knight squad in the staging area, except 1 of these disks may be placed entirely within the Ruins. Reinforcements at 6 per turn. Available to the Knights:

Heavy Horse Cavalry	Archmage Theowyll	Sir Aragon the Brave
Men at Arms	King Falladir	Dryad
Pikemen	Prince Llewyllyn	Faery Swarm (Limit 1)
Royal Bowmen	Royal Falconer	Gnomes of Qurlnyr
Alman Null	Scout	Peasants

### ORC - 100 Points

One Basic Orc Squad (57 points):

1 Beastrider  
4 Grugs  
2 Tribesmen from Ulc  
2 Urkan Bowmen  
1 Wasteland Ogre

Set up one basic Orc squad entirely within 6" of the North edge of the playfield. Reinforcements at 6 per turn. Available to the Orcs:

Beastrider	Goblin Marauders	Blood Spider
Grugs	Shieldgrogs	Firbolg the Giant
Tribesmen from Ulc	Ugg the Mean	Lotharian Lion
Urkan Bowmen	Urgg the Really Mean	Marshwood Troll
Wasteland Ogre	Zeegra, Warrior Princess	Serpent of Vlleng
Ghash Zurkan		

### UNDEAD - 120 Points

One Basic Undead Squad (47 points):

2 Ghastly Bowmen  
4 Undead Horde  
2 Undead Riders  
1 Wraith

Set up one basic Undead squad entirely within 7" of the West edge of the playfield. Set up 6 disks in the staging area. The undead player may **not** cast more than **one** spell on the **first turn**. Reinforcements at 6 per turn. Available to the Undead:

Ghastly Bowmen	Death Hounds	Aramire Djinn
Undead Horde	Aggra the Hag (Level I Spellcaster)	Blood Spider
Undead Riders	Banada VoodooMaster (Unique)	Golem (Limit 1)
Wraith	Layrya the Banshee	Lotharian Lion
Crawling Limbs	Necromancer Farrengast	Serpent of Vlleng
Dark Sucker	Oorlian Skeleton King	

# Mennara Aflame

## Scenario 1.4 - Assault in the Stormtop Mountains

### Introduction

Mennara has been peaceful for a generation. Evil has lain dormant. There have been signs and portents; many have chosen to ignore them. Evil stirs anew, and its minions are on the march.

Deep in the Stormtop Mountains the Dragonkin have hidden a valuable treasure. The exact nature is unknown, but rumors abound about magical power emanating from a chest. Either as a useful artifact or sold for gold, the warring factions desire it to finance their growing conflict. Magical scrying has provided a general location in the Stormtop Mountains. Due to the ale-besotted ramblings of a loose-lipped spy, everyone knows just about where to find it. But beware, there be dragons ...

### Overview

"Assault in the Stormtop Mountains" is the fourth in a projected campaign series of Diskwars events. They will unfold in a storyline fashion, and results may well have a direct bearing on future scenarios.

### Terrain

**Caverns, Chasms, and Mountains** as per rules.

**Dragon Staging Area** is considered a **Mountain** (and thus **terrain**) and follows the rules for **Mountains**, except that Dragons may ignore any and all mountain restrictions in their staging area only.

### Scenario Detail

**Name:** "Assault in the Stormtop Mountains" by Don Lynch

**Players:** 2 - 5.

**Factions:** Dragonkin and any others; no duplicate factions.

**Point Value:** According to number of players. See **Army Size**.

**First Turn Order:** Alphabetical by faction, Dragons last.  
(Then rotate order each turn)

**Game Length:** 2 or 3 players = 8 turns; 4 or 5 players = 7 turns.

### Setup Sketch:

North Edge					C = Cavern
	H			C	H = Chasm
		M		M	M = Mountain
			D		D = Dragonkin Staging Area
		M		M	
	C			H	
South Edge					

**Setup:** 4'x 4' area.

- Dragon staging area placed in the center of the playfield.
- 4 Mountains, 1 diagonally toward each corner 5" NE, NW, SE, and SW from the center of the playfield.
- 2 Caverns are placed 15" from the center, one each diagonally toward the NE and SW corners.
- 2 Chasms are placed 15" from the center, one each diagonally toward the NW and SE corners.
- Before anyone sets up, the Dragon player secretly records in which of the 4 mountains the treasure is hidden.
- Except for the Dragonkin player, each player in alphabetical order by faction secretly chooses the side from which he will enter. These choices will be recorded and known to all except the Dragon player. Staging areas will be placed centered 2" from the appropriate playfield edge, but only **after** the Dragonkin player has finished setting up. All players secretly choose starting forces before **any** player sets up.

**Set up Order:** Dragonkin, then reverse alphabetical order by faction. Again, staging areas for all except the Dragonkin are set up only at the start of a given player's turn to set up.

### Special rules

There are no allies in this scenario. All factions are mutually hostile. Any disks touching those of another faction are in a combat situation.

Disks in any terrain (including the Dragon Staging Area/Mountain) are **not** subject to the **Beastrider's** special overrun ability. Note the other staging areas are **not** considered terrain. The text restrictions on attacking the **Wastelands Ogre** and the **Servant of Yllan** are voided.

If the Dragon staging area is entirely blocked, the Dragonkin player may instead throw his reinforcements one at a time at least 4 feet in the air over the center of the table. Any disk that lands off the table, in an illegal (e.g. a ground pounder in the center of a mountain), or in an instant death situation (e.g. a ground pounder in a Chasm) is placed on the bottom of the Dragonkin reinforcement stack as future reinforcements. Otherwise the disk is in play wherever it lands. A non-Dragon player may stage within 4" of the appropriate edge if his staging area is entirely blocked.

The spells "Feet of Clay" and "Twister" are banned for this scenario.

If the treasure is currently hidden, an unpinned disk that is touching a mountain may search for the treasure. Each eligible disk may search one mountain per turn. An unactivated disk may activate and automatically successfully search that mountain. An activated unpinned disk may search only at the beginning of the Remove Counters phase. A roll of 5 or 6 on a six-sided die means that the disk has successfully searched that mountain. As a result of a successful search, the Dragon player must reveal to that player **alone** whether the mountain contains the treasure. If the treasure is there, the player may immediately place the treasure on the currently searching disk, which is then considered carrying it. The treasure is no longer considered hidden, and is kept in play for the remainder of the game. It is possible that a player may have successfully searched for the treasure, but by choice the treasure still remains hidden. If a player knows the location of the hidden treasure, one of his activating disks which is currently touching the correct mountain may pick up the treasure at a cost of -1 M to that disk. The treasure is then no longer hidden.

Use a boulder size disk to represent the treasure. While in play, place it on top of the disk carrying it. The disk which is moving the treasure is -1 M. A **unique** disk may not **move** the treasure unless a player has only unique disks remaining in play or all his remaining non-uniques are pinned by enemy disks. The treasure may only be moved by one disk per faction per turn. The treasure may be transferred to another disk within 1" at a cost of -1 M to whichever disk will be moving it. It may not be transferred if that disk has no movement remaining. If the carrying disk is enslaved or



destroyed, the treasure is considered uncarried and is placed on the playfield where the center of the carrying disk was. The treasure is considered neither over nor under any disk for any purpose. Any unactivated and unpinned disk within 1" may pick up the treasure at a cost of -1 M. This disk may then move the treasure. In addition to the -1 M for picking up the treasure, that disk gets the immediate -1 M penalty for carrying the treasure. Remember that the treasure may only be moved by one disk per faction per turn. **Dragonkin** may **not** pick up the treasure at any time.

During the Remove Counters phase, only one player may search a given mountain. A player may search multiple mountains. A player may have multiple disks searching the same mountain, in sequence. Only the player with the most disks eligible to search a given mountain may search that mountain. A player may only search with a number of disks in excess of the number of eligible disks of the player with the next highest total of eligible disks. In case of a tie, no one searches. In current turn order, a player with eligible disks may nominate a mountain to search.

If carrying the treasure, flying disks temporarily lose their flying status. Remember, the disk carrying treasure has -1 M. If the carrying disk started the game with only one wound, it gets a bonus of **+1** to **AT**, **D**, and **T** while it is carrying the treasure. The carrying disk is immune to any spells/ SA's/ bonuses that would move/ relocate/ remove it, change movement rate, not allow movement, change activation status, and "Invisibility". There is a **limit** to the maximum movement for a carrying disk. After that disk has flipped over **9"** (not necessarily in a straight line), it must end its movement.

**Optional:** The treasure has an additional guardian. When the treasure is first moved, place on its starting location a recognizable 1.75" disk. This disk moves at the beginning of the combat phase and follows the rules for non-flying movement. It moves 1D6 flips in a random direction (GW direction die?), ignores terrain, and cannot be killed. Any disk it pins as a result of its move receives one wound (combat style drop-downs don't count). Any disk that happens to pin it receives one wound at the beginning of the combat phase instead of the guardian moving.

## Victory

If a player is successful in exiting the treasure disk off the playfield within 12" of the center of his starting edge, that player gains a convincing victory. If no one accomplishes this by the end of the game, the Dragon player gains a convincing victory and the faction (if any) controlling the treasure gains a marginal victory. Except for the disk carrying the treasure, no disks may exit the playfield. The faction controlling the treasure at the end of the game will get a bonus item for future scenarios.

## Army Size and Composition

### 2 players:

Dragon 120 pts  
Other Player 120 pts

### 3 players:

Dragon 120 pts  
Each Other Player 75 pts

### 4 or 5 players:

Dragon 150 pts  
Each Other Player 75 p

**If there are more than 2 players, each non-Dragon player may reduce his basic starting squad by 1 or 2 disks with a total cost not to exceed 12.**

## DRAGONKIN

One Basic Dragon Squad (46 points):

4 Drake Warriors  
2 Dragonflights  
2 Drallus Worms  
2 Ballisters

Set up one basic Dragon squad in the staging area. **Zolo Hexx** may be in an army with neutral Dragons. Reinforcements at 6 per turn. Available to the Dragons:

Drake Warriors  
Dragonflights  
Drallus Worms

Ballisters  
Dragonlings  
Dooru Dragon (Limit 2)

Marizyak the Hydra  
Zolo Hexx

## ACOLYTE

One Basic Acolyte Squad (58 points):

2 Carpet Riders  
2 Dervishers  
4 Men of the Sword  
2 Sunderland Archers

Set up one basic Acolyte squad in the staging area. Reinforcements at 6 per turn. Available to the Acolytes:

Carpet Riders  
Dervishers  
Men of the Sword  
Sunderland Archers

Assan the Elder  
Brother Tramere  
Levitor (Range 12")  
Loki DreamWeaver (Cost 11)

Mentalist  
Physical Adept  
Sister Delaan

## DWARF

One Basic Dwarf Squad (64 points):

4 Crossbows of Tuggarth  
4 Regiment of the Anvil  
4 Stalwarts

Set up one basic Dwarf squad in the staging area. Reinforcements at 6 per turn. Available to the Dwarves:

Crossbows of Tuggarth  
Regiment of the Anvil  
Stalwarts (Limit 4 - Not Available)

Brane of Urth  
Damlo Hammerfist  
Grovan of the Deep

Suza Mancrusher

**ELF**

One Basic Elf Squad (52 points):  
 4 Deepwood Archers  
 4 Deepwood Warriors  
 1 Riders of the Wood  
 1 Windrider

Set up one basic Elf squad in the staging area. Reinforcements at 6 per turn. Available to the Elves:

Deepwood Archers	Ailann Eleorann	Nonadri Silverglade
Deepwood Warriors	Elven Bard	Prince Leronoth
Riders of the Wood	Elven Warder	
Windrider	Highland Trianor	

**KNIGHT**

One Basic Knight Squad (50 points):  
 1 Heavy Horse Cavalry  
 4 Men at Arms  
 1 Pikemen  
 4 Royal Bowmen

Set up one basic Knight squad in the staging area. Reinforcements at 6 per turn. Available to the Knights:

Heavy Horse Cavalry	Alman Null	Royal Falconer
Men at Arms	Archmage Theowyll	Scout
Pikemen	King Falladir	Sir Aragon the Brave
Royal Bowmen	Prince Llewlynn	

**ORC**

One Basic Orc Squad (57 points):  
 1 Beastrider  
 4 Grugs  
 2 Tribesmen from Ulc  
 2 Urkan Bowmen  
 1 Wasteland Ogre

Set up one basic Orc squad in the staging area. Reinforcements at 6 per turn. Available to the Orcs:

Beastrider (Limit 2)	Wasteland Ogre (Limit 2)	Ugg the Mean
Grugs	Ghash Zurkan	Urgg the Really Mean
Tribesmen from Ulc	Goblin Marauders	Zeegra, Warrior Princess
Urkan Bowmen	Shieldgrogs	

**UNDEAD**

One Basic Undead Squad (47 points):  
 2 Ghastly Bowmen  
 4 Undead Horde  
 2 Undead Riders  
 1 Wraith

Set up one basic Undead squad in the staging area. Reinforcements at 6 per turn. Available to the Undead:

Ghastly Bowmen	Crawling Limbs	Banada VoodooMaster (Unique)
Undead Horde	Dark Sucker	Layrya the Banshee
Undead Riders	Death Hounds	Necromancer Farrengast
Wraith	Aggra the Hag (Level I Spellcaster)	Oorlian Skeleton King

**UTHUK**

One Basic Uthuk Squad (56 points):  
 2 Ru Airglider  
 2 Uthuk Zealots  
 2 Don'ra Stingers  
 4 Warriors of Yllan

Set up one basic Uthuk squad in the staging area. Reinforcements at 6 per turn. Available to the Uthuk:

Ru Airglider	Warriors of Yllan	Warlock Eth Dragon
Uthuk Zealots	Daroul Boneslicer	Zok, Slavemaster
Don'ra Stingers	Servant of Yllan (Limit 2)	
Unclean Ones	Shura Assassin (Limit 1)	

## Mennara Aflame

### Army Composition, Cycle 2:

#### ACOLYTE

##### One Basic Acolyte Squad (58 points):

2 Carpet Riders  
2 Dervishers

4 Men of the Sword  
2 Sunderland Archers

##### Revised:

Carpet Riders  
Dervishers  
Men of the Sword  
Sunderland Archers

Assan the Elder  
Brother Tramere  
Levitor (Range 12")  
Loki DreamWeaver (Cost 11)

Mentalist  
Physical Adept  
Sister Delaan

##### Moon Over Thelgrim:

SandDancer  
SandJaws  
Spellsinger

Damin SkyStinger  
Galzug Riders  
Great Roc

Neonyte  
Waiqar Sumarian  
Y'smalri of the Void

#### DRAGONKIN

##### One Basic Dragon Squad (46 points):

4 Drake Warriors  
2 Dragonflights

2 Drallus Worms  
2 Ballisters

##### Revised:

Drake Warriors  
Dragonflights  
Drallus Worms

Ballisters  
Dragonlings (Movement 9)  
Dooru Dragon

Marizyak the Hydra  
Zolo Hexx

##### MOT:

Dark Drakes  
Fire Wyvern  
Stone Dragon  
Vorkass Sorcerer

Azaelrog  
Ceryx Jade  
Oboros Rex  
Spikers

Sslyrk Hatchlings  
Wreyland Basilisk

#### DWARF

##### One Basic Dwarf Squad (64 points):

4 Crossbows of Tuggarth  
4 Regiment of the Anvil

4 Stalwarts

##### Revised:

Crossbows of Tuggarth  
Regiment of the Anvil  
Stalwarts (Limit 4)

Brane of Urth  
Damlo Hammerfist  
Grovan of the Deep

Suza Mancrusher

##### Moon Over Thelgrim:

Dwarven Blacksmith  
Dwarven Miners  
Battlemaidens

Beornold Earthsplitter  
Brynhyld of the Valley  
Dunwarr Regiment

Olafson Drummers  
Varik Longbeard

#### ELF

##### One Basic Elf Squad (52 points) :

4 Deepwood Archers  
4 Deepwood Warriors

1 Riders of the Wood  
1 Windrider

##### Revised:

Deepwood Archers  
Deepwood Warriors  
Riders of the Wood  
Windrider

Ailann Eleorann  
Elven Bard  
Elven Warder  
Highland Trianor

Nonadri Silverglade  
Prince Leronoth

##### Moon Over Thelgrim:

Daughters of Dawn  
Eastwood Wilders  
Elven Rangers  
Wielders of the Staff

Elven Sniper  
Kyalia Rivitani  
Lathari Huntsman  
Obrienne Triamlavari

Solonar Avaroth  
Tree Ent

#### KNIGHT

##### One Basic Knight Squad (50 points):

1 Heavy Horse Cavalry  
4 Men at Arms

1 Pikemen  
4 Royal Bowmen

**Revised:**

Heavy Horse Cavalry  
Men at Arms  
Pikemen  
Royal Bowmen

Alman Null  
Archmage Theowyll  
King Falladir  
Prince Llewlylyn

Royal Falconer  
Scout  
Sir Aragon the Brave

**Moon Over Thelgrim:**

Groman BeastRider  
Swordmaidens  
Wardogs  
Warhorse

Alchemist's Apprentice  
Catapult  
General Cordwain  
Morgaine of Bellwayne

Princess Gwynneth  
Sergeant at Arms  
Standard Bearer

**MAHKIM****One Basic Mahkim Squad (52 points):**

6 Mahkim Warriors

4 Miasmen

**Moon Over Thelgrim:**

Aiphan Farseeker  
Dri Wosq Warden  
Duphaim Healer  
Keeper of the Mist

Lachrain Dursich  
Mahkim Warriors  
Miasmen  
Muck Lobbers

Rhaq Lophraim  
Swamp Behemoth  
Wosq Marsh Slugs

**ORC****One Basic Orc Squad (57 points):**

1 Beastrider  
4 Grugs

2 Tribesmen from Ulc  
2 Urkan Bowmen

1 Wasteland Ogre

**Revised:**

Beastrider (Limit 2)  
Grugs  
Tribesmen from Ulc  
Urkan Bowmen

Wasteland Ogre (Limit 2)  
Ghash Zurkan  
Goblin Marauders  
Shieldgrog

Ugg the Mean  
Urgg the Really Mean  
Zeegra, Warrior Princess

**Moon Over Thelgrim:**

Garnak Flailers  
Goblin Bootlickers  
Zocrab's Garbangers

Darkwood Ogre  
Goblin Crossbows  
Gorzac Goblinflinger

Khazzrak, Goblin Hero  
Orc Assassin  
Weerel Moog

**UNDEAD****One Basic Undead Squad (47 points):**

2 Ghastly Bowmen  
4 Undead Horde

2 Undead Riders  
1 Wraith

**Revised:**

Ghastly Bowmen  
Undead Horde  
Undead Riders  
Wraith

Crawling Limbs  
Dark Sucker  
Death Hounds  
Aggra the Hag (Level I Spellcaster)

Banada VoodooMaster (Unique)  
Layrya the Banshee  
Necromancer Farrenghast  
Oorlian Skeleton King

**Moon Over Thelgrim:**

Ghost  
Ghouls  
Lampeyes  
Vampire

Corpse Thing  
Domathep Lichlord  
Floating Head  
Graveyard Rats

Irsa, Vampire Queen  
Vhass Frothan  
Walking Dead

**UTHUK****One Basic Uthuk Squad (56 points) :**

2 Ru Airglider  
2 Uthuk Zealots

2 Don'ra Stingers  
4 Warriors of Yllan

**Revised:**

Ru Airglider  
Uthuk Zealots  
Don'ra Stingers  
Unclean Ones

Warriors of Yllan  
Da'Roul Bonespicer  
Servant of Yllan  
Shura Assassin

Warlock Eth Dragon  
Zok, Slavemaster

**Moon Over Thelgrim:**

Scavengers of Yxx  
Sisters of Qaro Fenn  
Uthak Yargrin  
Ayissa of Vilan

Beastlord Y'Igath  
Gornath Gann  
Orthos the Obscene  
Tann Assassin

Twisted Yllrath  
Uthuk Spearmen

**UNALIGNED**

**Revised:**

Aramire Djinn  
Blood Spiders  
Centaur of Kunth  
Dryad

Faery Swarm  
Firbolg the Giant  
Gnomes of Qurlnyr  
Golem

Lotharian Lion  
Marshwood Troll  
Peasants  
Serpent of Vlleg

**Moon Over Thelgrim:**

Cockatrice  
Crimson Eagle  
Familiar (Cost 11)  
Garnoth

Heretic  
Iron Golem  
Pixies (Cost 9)  
Sasquatch

Sonia Ravensblade  
SpiderBeast of Xarxx  
Thalos, Centaur Lord