

Dragonfall Tournament Scenario

The [Dragonfall](#) event is both a story-line event and an official [Diskwars League](#) tournament. While we can't let you see the story-line scenario before the event (that would take all the fun out of it), we can give you a good hard look at the scenario that will be used for the tournament. Enjoy!

Scenario: Canyon of Despair

Number of Players: 2

Army Size: 150 points

Reinforcements: 6

Starting Disks: 9

Setup: A Land Disk is placed in the center of the playing area. The players' staging areas are placed 18" from the central land and equal distances from each other. Neither the staging areas nor the central land are Terrain.

When all Land Disks have been placed, a First Player is randomly chosen. The First Player places all his starting Disks on, or wholly within 6" of, his staging area. (The Disks may overlap each other.) When he is done, his opponent likewise places all his Starting Disks. When all the starting Disks have been placed, it is now the Activation Segment of the first round, and the First Player may begin Activating his Disks.

Reinforcements are also placed on or wholly within 6" of the player's staging area, not overlapping enemy Disks.

Victory Conditions: The game ends after six rounds. At the end of the sixth round, the players total up their points as follows:

- 1 point for each Army Point of enemy killed
- 5 points for each Disk touching the central Land Disk
- 15 points for each Disk touching the opponent's staging area
- 30 points for having sole control of the central Land Disk

The player who has the most points wins the game. If two or more players have the same number of points, the one with the most Army Points' worth of Disks still in play is the winner.