

# DRAGONFALL

Tournament and Story-line Event

The Great War is still in its infancy. Thelgrim has yet to be invaded, and King Falladir still rules his kingdom with wisdom and strength. And amongst the Dragonkin, there is a growing rift between those who wish to stay out of the Great War, and those who wish to exploit it.

Tyrnask Rex, ancient king of the Dragonkin, has long been an advocate for neutrality. "The world is full of insignificant creatures and their insignificant conflicts," he says. "We are above such things. For we are Dragonkin, and we are eternal."

Tyrnask's rival, Helspanth, has had enough of such talk. He has long dreamt of a Mennara ruled through Dragon might, and sees the growing conflict as an opportunity to destroy those lesser races that would stand in the way of Dragon destiny.

Before Helspanth can mobilize the Dragonkin, he must first eliminate the cowards who hide behind traditions of neutrality. First amongst these is Tyrnask Rex.

Helspanth has invited Tyrnask to a conference in the remote and isolated Mountains of Despair. It will be an opportunity for them to discuss their differences in private, he claims, but it is actually a trap. Helspanth and his troops will waylay the Dragon King as he arrives. But Tyrnask is no fool, and has brought his own guard. What Helspanth expects to be an ambush will turn into a vicious battle amongst the mountain peaks and chasms.

Both Tyrnask and Helspanth know what is at stake. Neither of them will come away from this encounter unscathed — and only one will return from the Mountains of Despair.

**Overview:** "Dragonfall" is an official story-line event for the DISKWARS League and will be played in Garrisons around the country. The results of this scenario will determine which of the two mighty Dragons, Tyrnask Rex or Helspanth the Firedrake, will return in the Broken Shadows expansion this February.

Note that this scenario is not an official League battle, and will not affect the players' League rankings. The players and their actions will be recorded, however, and will be credited for affecting the ongoing DISKWARS saga.

In this packet you will find the "Dragonfall" scenario and a record sheet. As Garrison Commander, you should familiarize yourself with these materials, but keep the specifics of the scenario confidential until the day of the event.

You will also find two Disks: Tyrnask Rex and Helspanth the Firedrake. These Disks are to be loaned to players who need them to play this scenario, but don't own the Disks themselves. (Be sure to get the Disks back at the end of the event, as they are prizes to be given away to the winner of the Dragonfall Tournament.)

As Garrison Commander, you may run this story-line event as many times as you wish, for as many players as want to play. (Be careful, however, to avoid putting players who have played the scenario against those who have not.) You may submit an event record sheet for each time the scenario is played. If multiple players are playing the scenario at the same time, you may need to "proxy" the Tyrnask and Helspanth Disks if you don't have enough to go around.

**Factions:** The "Dragonfall" scenario features two small forces of Dragons in the cramped and isolated Mountains of Despair. To reflect this, players may only include Disks from

the Dragon faction. One player must have Tyrnask Rex in his Army, which means he may not include evil Dragons in his Army. The other player must

have Helspanth in his Army, and may not include good or neutral Dragons in his Army.

**Deadline:** The results of this scenario are due by February 2, 2001.

## Dragonfall Scenario

**Number of Players:** 2 (Both Dragon Armies)

**Tyrnask Army:** 100 points, 6 starting Disks, 6 reinforcements each round (Army must include Tyrnask and may only include Dragon Disks)

**Helspanth Army:** 100 points, 6 starting Disks, 6 reinforcements each round (Army must include Helspanth and may only include evil and champion Dragon Disks)

## Setup

1. Place a Cavern Terrain in the center of the table.
2. Place two Mountain Terrain Disks and two Chasm Terrain Disks 6" from the Cavern so that they form a square around it (as illustrated in the diagram below).
3. Place the Helspanth Army staging area 18" from the Cavern Terrain and perpendicular to the square (as illustrated in the diagram below).
4. Place the Tyrnask Army staging area 18" from the Cavern Terrain, opposite the Evil Dragon staging area and perpendicular to the square (as illustrated in the diagram below).

## Play

The First Player for the first round is the randomly decided. After the first round, First Player rotates normally between the two players.

## Victory Conditions

The game ends after the sixth round. The player who has killed the most Army Points' worth of enemy Disks is the winner.

