

FOR A FISTFUL OF GEMS

At first, there was a brief but powerful flash of light that lit the treetops like daylight. The spearman stationed on the rampart walkway of the Temple of the North was torn from his dreams by the sound of an explosion and the colorful sparks raining over the forest in the distance. The sentry suddenly found it hard to swallow: he was going to have to wake up Abel and no-one likes to wake up Abel, not even Abel himself. How about warning the templars first? Maybe that would make things easier.

Comfortably stretched in the sweet warmth of the den, Serethis was pulled from his sleep by a rumble of thunder. An electric tingle brushed his tongue and a slightly acrid smell filled his nostrils. Softly pushing aside the young pup who had fallen asleep against his side, the Incarnate pulled himself out of the dolmen, followed by his hunters. Six great fangs came running from the nearest stone circle.

This time the loony and lonely magician who lived in the nearby tower had really done it. A disaster had been waiting to happen with all the Mana gems he had been hording like the greedy old squirrel he is...or rather was. The tower doesn't exist anymore and the magical blast has turned the surrounding trees into wood shavings. It might be too late to save the trees; but with the mountain of gems the fool had been stockpiling for so many years, there had to be some sweet crumbs left to collect.

Serethis knew he would not be the only one to have this idea. The Griffin always lacked flair, but it certainly has keen eyes.

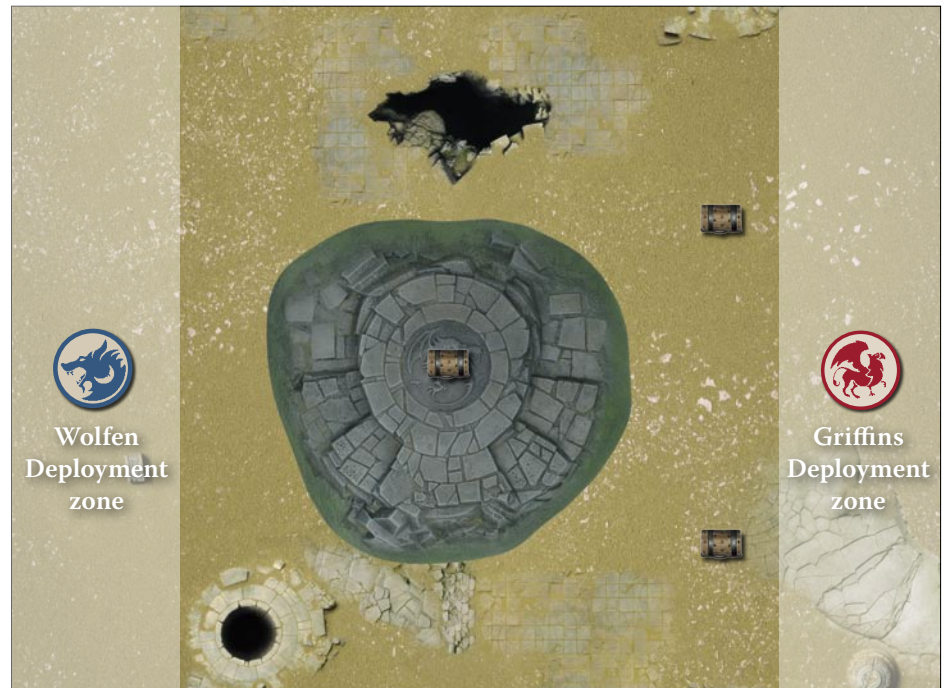
Required to play this scenario:

- 1 Starter Set: *Confrontation: The Age of the Rag'narok* (CFAC04U);
- 1 Unit Box: Great fangs (WFEL02);
- 1 Attachment Box: Great fangs (WFEL03);
- 1 Unit Box: Templars (GREL01);
- 1 Attachment Box: Templars (GREL02).

FORCES AVAILABLE

Griffin company

- Unit 1: 8 spearman led by Abel (1 attribute point).
- Unit 2: 9 templars with chaplain, standard bearer and musician

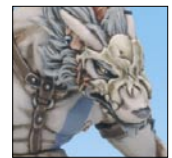
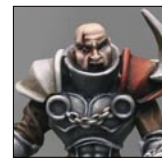


Wolf company

- Unit 1: 4 hunters led by Serethis (1 attribute point).
- Unit 2: 6 great fangs with rune guardian, grave guardian and repentant.

APPROACH

See the map.



OBJECTIVES

Controlling a chest earns the company 3 Elixir points. The “chest” tokens are those from the tile B03 from the Gaming Tiles Set B for *Cadwallon*. They can be printed and cut out.

SPECIAL RULES

Booty: Once controlled, a chest can be carried away by one of the units controlling it. The “chest” token is then placed in contact with one of the members of the unit each time it moves. Fighters cannot stand on the token.

TRUCE

The game ends when one of the sides has reached 20 Elixir points. If neither of the sides can reach this number, the game is a tie.