

Scenario 6 - Sacrifice

Number of Players: 2

Necessary components: Basic game

Goals of the play

Blue Team: To help the princess escape

Orange: To stop the blue team

History

The Dungeon of Fresköd has not received a visit from the Archmage for several centuries and an obscure ritual involving bloody human sacrifices takes place there. But, this time, the priests captured the daughter of the local lord for their ritual. The lord is offering a fabulous reward to whoever will save her. The mercenaries of all the country have gathered around the entrance of the Dungeon and inside, the worshippers are ready to defend their Sanctuary to preserve their prey.


Dungeon Plan



Pieces needed


Blue team: to withdraw the Wall Walker and the Treasure.

Orange team: to withdraw the Thief and the Treasure.

Before the setup of the Dungeon, the orange player chooses two rooms which it places face hidden in front of him. They are regarded as its starting zone (marked  rooms).

The ritual room is represented by the room n°2 (red) turning anti clockwise.

This room is placed visible face before the beginning of the game. The captive Princess is represented by the Blue Wall Walker character. The pawn corresponding is placed on the

central box, in the zone delimited by the two closed doors and the two pits ()

Special rules

The Princess has the characteristics of movement and combat of the Wall Walker but none of the special abilities. The remaining rooms are then placed face hidden as indicated on the plan. The players place their pawns face hidden the one after the other by complying with the following rules:

- The rooms located beside Blue Zone starting line can contain only blue counters.

If the Princess is wounded it can be transported by characters of either side.

To win, the orange player must either eliminate all the blue characters, or ensure that the escape of the Princess is made impossible and that his opponent gives up.

The game finishes as soon as the Princess reaches the blue starting zone.

Dungeon created by Gwénaél Bouquin (yaourth@octopedia.net) - ©10-2004