

ARCWORLDE SCENARIOS (DECEMBER 2023)

Games of ArcWorlde are rarely about just beating your opponent in combat. The best games have many other objectives, pitting your Warbands against each other in ways other than just going on the attack! The rules for these objectives are known as **Scenarios**, and the reward for completing them are Victory Points (VP). The player with the most VP wins the game.

Many players create their own Scenarios, inspired by their Warbands or the campaign they're playing. However, to get you started, a few examples have been provided here.

This document also includes an ArcDeck-based **Scenario Generator** to randomly determine Missions and Secondary Missions for your games.

As ArcWorlde grows more Scenarios will be added, so be sure to check the website for updates.

DEPLOYMENT

When playing a Scenario, where each player starts is very important. Although usually each player deploys their Warbands within 6" of a table edge, you may want to mix things up depending on the Scenario you play.

Is one Warband defending a town in the middle of the board? Will a Monster reveal itself from underneath a Terrain feature in Round 2?

Pre-Made Scenarios will specify where each player deploys. When creating your own, or using the Scenario Generator, decide upon deployment rules before starting the game.

PRE-MADE SCENARIOS

ARCANITE HUNT

After a particularly violent Arcstorm, crystals of shimmering Arcanite can be found scattered across the battlefield. They must be collected at all cost!

Setting up the Board

Randomly place five Arcanite Tokens on the board, outside of any deployment zones. Players deploy their Characters within 6" of opposite board edges.

Scenario Rules

Each Warband must collect as many Arcanite Tokens as possible and deposit them in their Deployment Zone.

Victory Conditions

1VP is awarded for each Arcanite Token in a Deployment Zone at the end of the game. Arcanite Tokens that are purchased before the game or generated during the game by Characters do not count towards the VP total.

SIEGE

An important structure is being held by a Warband against the attacks of another. Defend its walls or breach them!

Setting up the Board

Choose an area on the board. This could be a large piece of scenery that Characters can enter, or it may be an area protected by walls or fortifications.

The defenders start the game within this area. The attackers deploy within 6" of any board edge.

Scenario Rules

Fortifications have HP and can be Attacked and repaired by Characters. Before the game, divide each fortification into 6" sections, and allocate each one of these categories:

- **Light (6HP)**- Such as a wall of thorns, or a door.
- **Medium (15HP)** - Such as a barricade.
- **Heavy (30HP)** - Such as a wooden wall.
- **Impregnable (50HP)**- Such as a stone wall.

Any Hits against fortifications are Defended as normal by the defenders. Fortifications are Impassible Terrain, and once the fortification reaches 0HP Characters may move across it unheeded.

A Character in base contact may attempt a to repair the fortification by attempting a Feat:

- **Easy** - D3 HP
- **Medium** - D6HP
- **Hard** - 2D6 HP
- **Legendary** - 4D6 HP

Fortifications that have reached 0HP are destroyed and cannot be repaired.

Victory Conditions

At the end of the game, rVP is awarded to each player for every 20% of their Game Value is within the area, rounded up to the nearest 20% increment.

EXPLORATION INTO THE UNKNOWN

A Warband ventures into an unknown place - what dangers, or treasures, await there?

Setting up the Board

Divide your board (roughly) into four or more equal sections. You can do this by using terrain or scenery to mark out the areas.

Scenario Rules

The attackers deploy in base contact with a single table edge. They must make their way to the opposite edge by moving through each of the sections.

The defenders do not deploy at the start of the game. Instead, whenever an attacking Character first enters a new table section, they may deploy up to D6 Characters wherever they please in the section.

Victory Conditions

At the end of the game, rVP is awarded to the attacker(s) for every 20% of their Game Value that make it to the opposite table edge in the final section. rVP is awarded to the defender(s) for every 20% of the attacker(s) Game Value that do not make it to the opposite table edge.

SCENARIO 4 – VIP

A person of great importance is being guarded by the Warband. However, another wishes to capture them, or set them free...

Setting up the Board

Before the game, decide whether the VIP is friendly to the attackers, the defenders or is neutral. The VIP starts the game in the possession of the defenders, in base contact with a friendly Character.

Scenario Rules

This Scenario is based around a non-combat Character, the VIP. They cannot be Knocked Out and move by Legging It until they fail. However, they do not become Prone.

If the VIP is in base contact with a Character they share any movement and may only leave base contact if the Character is Knocked Out, becomes Prone or allows them to leave.

The attackers must try to get the VIP in base contact with one of their Characters.

If the VIP is friendly to the attackers, if unaccompanied at the end of an Activation they Leg It towards the nearest attacking Character. This may happen multiple times in a Round.

If the VIP is friendly to the defenders, if unaccompanied at the end of an Activation they Leg It towards the nearest defending Character. This may happen multiple times in a Round.

If the VIP is neutral, if unaccompanied at the end of an Activation they Leg It towards the nearest board edge, staying as far as possible away from all Characters. If they reach the board edge, they escape and are removed from play.

Victory Conditions

5VP is awarded to the player(s) in possession of the VIP at the end of the game. If the VIP is unaccompanied, or escapes, then no VP is awarded to anyone!

SCENARIO 5 – HUNTERS

In this part of the Mildaark Forest live creatures with wonderful pelts that fetch a lofty price. However, another Warband has trespassed on your hunting grounds!

Setting up the Board

Place three or more Prey on the board, outside of any deployment zones.

Scenario Rules

If the Prey are on 30mm bases they have 6HP, if on 40mm bases they have 9HP, if on 50mm bases they have 12HP and if on 60mm bases they have 20HP.

Prey move randomly around the board. At the start of each Round roll a D6 for each Prey to determine which direction they move:

1. Backwards 2D6"
2. Left 2D6"
3. Right 2D6"

4. Forwards 2D6"
5. Diagonally Forwards Left 2D6"
6. Diagonally Forwards Right 2D6"

If Prey comes into base contact with a terrain feature, piece of scenery, the board edge or a Character, they stop their movement.

The objective is to hunt the Prey and obtain their hides. To skin Prey, it must first be Knocked Out. If Prey is Knocked Out, leave them on the board. Prey may be skinned by attempting a Medium Feat.

If successful, the Character is now in possession of a Pelt (Item).

Victory Conditions

1VP is awarded to each player per Pelt they have in their possession at the end of the game.

NEVER-ENDING HORDE

A Warband has stumbled into an enemy lair and they are horribly outnumbered. The only objective is to survive!

Setting up the Board

The defenders deploy in the centre of the board. The attackers deploy within 6" of any of the board edges.

Scenario Rules

The defenders create their Warband as normal. However, the attackers control random waves of Characters picked from their Faction Rulset(s).

At the start of each Round, the attacking player(s) roll a D6:

1. Deploy two Units/Beasts on a board edge of your choice
2. Deploy three Units/Beasts on a board edge of your choice
3. Deploy four Units/Beasts or a Mage on a board edge of your choice
4. Deploy five Units/Beasts or three Irregular/Elites on a board edge of your choice
5. Deploy five Units/Beasts or two Irregular/Elites on a board edge of your choice
6. Deploy five Units/Beasts or a Heavy/Monster on a board edge of your choice

Victory Conditions

1VP is awarded to the defending player for every 20% of their Game Value still on the board at the end of the game. 5VP is awarded to the attacking player if they manage to Knock Out every defending Character.

NIGHT AMBUSH

Many Warbands attack in the dead of night when their enemies least expect it! The darkness hides their approach, and the defenders better be vigilant.

Setting up the Board

Place a campfire in the middle of the board. The defenders deploy within 3" of this Terrain piece. The attackers deploy within 6" of the table edge, after the defenders have deployed all of their Characters.

Scenario Rules

It is pitch black, and the only sources of light are equipped Torches and the campfire. Characters that are within 10" of the campfire, and within 3" of Torches can be seen, and targeted by Attacks and Spells.

Whilst in unlit areas, when an attacking Character is Activated, roll an Easy Feat. If successful they do not make a sound and may continue undetected. If unsuccessful they cause a rustle in the undergrowth and may be targeted by defending Characters within 6".

Victory Conditions

At the end of the game, rVP is awarded to each player for every 20% Game Value of the enemy they Knock Out, rounded up to the nearest 20% increment.

ESCAPE THE ARCSTORM!

An important area lies on the battlefield. Within it contains salvation from the crackling Arcstorm closing in all around!

Setting up the Board

Choose an area on the board. This can be marked out by a ring of tokens, or some other Terrain pieces. This area can be of any size, depending on how difficult you want the scenario to be, but as an example use a 3" radius. All players deploy within 6" of the board edge.

Scenario Rules

At the start of Round 2, every Character outside of the safe area takes 1 Hit. At the start of Round 3 they take 2 Hits. At the start of Round 4 they take 4 Hits and at the start of Round 5 they take 8 Hits. These hits ignore Armour.

Victory Conditions

At the end of the game, 1VP is awarded to each player(s) for every 20% of their Game Value within the area, rounded up to the nearest 20% increment.

ARCWORLDE SCENARIO GENERATOR (VERSION 2.1)

Games of ArcWorlde aren't always about battle, though that is certainly a fun part of them. The many Factions of ArcWorlde all have their own aims, objectives and varied motivations that drive them into conflict, and it's rarely as simple as 'hit the other team until they fall over or run away'.

The ArcWorlde Scenario Generator uses the ArcDeck to create exciting Scenarios for your games.

MAIN MISSION

Before the game starts, draw a card from the ArcDeck. The suit of the card will determine the main Mission for the game, the victory conditions, and the **Victory Points** for achieving them.

Hearts: Dominion.

The combatants fight over the land they do battle upon. Is it a new territory for them to claim, or a land they are retaking from interlopers?

Divide the game board into roughly four equal sections. Players must attempt to have Characters in as many sections as possible at the end of the game. Add up the total remaining HP of each Warband in each section:

5VP - Have the most total HP in all four sections.

3VP - Have the most total HP in two sections.

1VP - Have the most total HP in one section.

Spades: Take or Hold

There's a key strategic goal on the battlefield that is vital to control. Is it a cache of Arcanite? Is it a camp, fortification, or lair?

Designate a 6"x6" area on the board. This area must be defended, or taken, at all costs.

5VP - No enemy Characters are within this area, and at least one friendly Character is within this area by the end of the game.

3VP - Add up the total remaining HP of each Warband in each section. There is a greater HP total of friendly Characters than enemy Characters within the area by the end of the game.

1VP - At least one friendly Character is within the area by the end of the game.

Diamonds: Arcanite Scavenge

The Warbands stumble across an area glittering with Arcanite.

Scatter 6 Arcanite tokens randomly on the board. Only these Tokens count towards earning VP (not Tokens that were bought or generated during the game).

5VP - Hold at least five Arcanite Tokens at the end of the game

3VP - Hold at least three Arcanite Tokens at the end of the game

1VP - Hold an Arcanite Token at the end of the game.

Clubs: Brawl

Sometimes differences can only be settled with a big old scrap. The goal is to give the opposing Warband a complete thrashing, every last one of them. Or, failing that, give them a good enough kicking so they know not to mess with you again!

5VP - Every enemy Character has been Knocked Out or is Broken.

3VP - Less than 25% of the total GP Cost of the enemy Warband remains on the board.

1VP - Less than 50% of the total GP Cost of the enemy Warband remains on the board.

SECONDARY MISSIONS

Although all players will be aiming to complete the objectives in the main Mission, they may have their own additional goals on the battlefield. Games will only ever have one Mission, but you can add as many Secondary Missions as you wish by drawing additional cards.

These Secondary Missions may be for all players, though you may wish to assign different Secondary Missions to each player. This makes for a challenging and dynamic game where players are aiming to complete their Secondary Missions whilst trying to thwarting their opponents' schemes.

If you'd like a more thematic experience, keep the Secondary Missions secret and attempt to work out what your opponents are trying to achieve.

2 - Warband Specific 1

Each Faction has Secondary Missions fitting to their lore. These Faction Secondary Missions are at the end of these rules.

3 - Plunder

The goal of the Warband is to steal as much loot as they can from their foes. Add up the GP cost of all of the Equipment the opponent has (minus Mission Arcanite Tokens) and try to nab it!

2VP - If you are in the possession of 25% of the total GP cost in your opponent's Equipment.

4 - Fortify

The goal is to set up fortifications so this area may be claimed and settled in. Any friendly Character may place a 6" long wall for a Hard Feat. They provide Cover but have 6HP and can be destroyed by enemy Attacks. Defence Rolls are rolled as normal.

2VP - If there is an enclosed space of fortifications without an enemy Character in them.

5 - Arcanite Hoarder

Your Commander has a thirst for power and must personally hold as many Arcanite Tokens as they can. Only Tokens collected during the game, and not bought beforehand, count towards this Secondary Mission.

2VP - The Commander is holding 3 or more Arcanite Tokens by the end of the game.

6 - Hunter

There are rare beasts in this area that your Warband wishes to hunt down. Place three (or more) Beasts in the centre of the board, controlled by the Solo Play rules. When they are Knocked Out they drop a Trophy (Item) onto the board.

2VP - Have the most Trophies in your possession by the end of the game.

7 - Vendetta

Your Commander has a grudge against the opposing Faction and must cause as many casualties as possible.

2VP - Your Commander Knocks Out 3 or more enemy Characters that started the game with at least 5HP.

8 - Overrun

You need to get as many models in your opponent's deployment zone as possible.

2VP - 50% of your total Warband HP is in your opponent's deployment zone at the end of the game.

9 - Capture

Your goal is to capture the enemy Commander and clap them in irons! If an enemy Commander is at 20% HP or less, they can be captured by one friendly Character for a Hard Feat, or a Medium Feat if there are two or more friendly Characters also in base contact. Once captured, their movement Actions are dictated by the capturer and they may not make any Actions.

They can be freed by an enemy Character for a Hard Feat, or a Medium Feat if there are two or more enemy Characters in base contact.

2VP - If the enemy Commander is captured by the end of the Game.

10 - Demolish

The goal of the Warband is to destroy or sabotage a piece of Terrain on the battlefield.

Choose a piece of suitable Terrain that isn't within 12" of your deployment zone. This Terrain has 50HP and takes Defence Rolls as normal. If 0HP is reached, it is destroyed and removed from the board. If more than one player has this objective, they must have their different Terrain features to destroy.

2VP - The Terrain is removed from the board.

Jack - Assassinate

The most powerful Character on the opposing team needs to be taken out, and not for dinner.

2VP - The enemy Character with the largest starting HP is Knocked Out during the game.

Q - Unscathed

There's an individual of great importance in your Warband who must be protected at all costs. Choose a Character in your Warband, and make sure they don't get hurt!

2VP - The Character has lost no HP.

K - Epic Duel

Your Commander's destiny is to defeat their rival in combat.

2VP - Your Commander Knocks Out the opposing Commander.

A - Warband Specific 2

Joker - Stories of Legend

The thrum of destiny runs through your veins, it's time to write some legends.

2VP - Successfully achieve 3 Legendary Feats.

FACTION SECONDARY MISSIONS

HALFLINGS

Secondary Mission 1 - The Finest Ingredients

The battle takes place in an area famed for delicious herbs. It would be a shame to pass up the opportunity to gather them.

Delicious Herbs (Item) can be gathered around Terrain features. Each Terrain Feature on the board has one batch of Herbs that can be collected for an Easy Feat.

2VP - All the Herbs on the board have been collected.

1VP - Half or more of the Herbs on the board have been collected.

Secondary Mission 2 - Pesky Sheep!

Halflings are famed shepherds, and in the confusion of the battle a flock has escaped onto the board!

Place five Sheep tokens randomly on the board. They can be picked up and put down for an Easy Feat, though a Character may only carry one at a time. Whilst carrying a Sheep a Character may not make any Attacks.

2VP - All five Sheep are in the Halfling deployment zone at the end of the game.

1VP - Three or more Sheep are in the Halfling deployment zone at the end of the game.

IMPERIALS

Secondary Mission 1 - Hold Steady!

The soldiers of Albionica must show no weakness, give no quarter, and stand firm in battle against all foes.

2VP - No Imperial Characters become Broken during the game.

1VP - Less than three Imperial Characters become Broken during the game.

Secondary Mission 2 - By My Command!

The success of the Imperial Warband hinges on how well troopers follow commands.

2VP - Five or more enemy Characters are Knocked Out during the game by Characters acting out Orders.

1VP - Three or more enemy Characters are Knocked Out during the game by Characters acting out Orders.

NJORSE

Coming Soon

WILD ELVES

Secondary Mission 1 - Open the Portal

Ancient Elven portals dot the landscape of ArcWorld. It's time to open one and see where it goes.

One Terrain feature not in the Elven deployment area is a dormant portal. The Portal can be awakened by a Hard Feat, and once opened any Character that makes base contact with it immediately leaves the board.

2VP - The portal is opened and three or more friendly Characters have stepped through it.

1VP - The portal is opened.

Secondary Mission 2 - Sacrifice

The Elves gather life force for their next ritual, and the perfect sacrifice has presented themselves on the battlefield!

2VP - Three or more Sacrifice Actions have been made this game.

1VP - One Sacrifice Action has been made this game.

WIZARDS

Secondary Mission 1 - Field Exercise

It is common for Apprentices to show their worth in the field, and display to their tutors everything they have learned!

2VP - Six successful Spells are cast by Apprentices this game.

1VP - Three successful Spells are cast by Apprentices this game.

Secondary Mission 2 - Overpower

Sometimes a Wizard must go above and beyond to cast the Spells they need. Some do this on purpose not only to expand their arcane knowledge, but also to show off to their peers.

2VP - Three Spells are Overpowered this game.

1VP - One Spell is Overpowered this game.

DARK LORDS

Secondary Mission 1 - Subjugate

Many a Dark Lord raids the lands of ArcWorlde to gather captives to take back to his dark tower. Those battlements won't clean themselves, you know.

A non-Creature Character can Capture a Prone enemy Character on a 30 or 40mm base for a Medium Feat. A Captured Character stops being Prone but can make no movement or Attack Actions of their own. Instead they are moved alongside the Capturer in their Activation. A Captured Character can be freed by a friendly Character for a Medium Feat, or if the Capturer is Knocked Out.

2VP - Four or more enemy Characters are Captured by the end of the game.

1VP - Two enemy Characters are Captured by the end of the game.

Secondary Mission 2 - Master of the Battlefield

Oftentimes a Dark Lord will go on the warpath purely to show off their might to their minions.

2VP - The Dark Lord Knocks Out six Characters by the end of the game.

1VP - The Dark Lord Knocks Out three Characters by the end of the game.

OURKS

Secondary Mission 1 - Party Boys

Ourks love a boozy party, even more so when they are also fighting.

2VP - Six or more Characters have consumed either the Brewboy's brew or Swamp Scrumpy by the end of the game.

1VP - Three or more Characters have consumed either the Brewboy's brew or Swamp Scrumpy by the end of the game.

Secondary Mission 2 - Sticky Fingers

Ourks (and particularly Boglins) love to pinch things. Even better if they belong to folk giving them grief!

2VP - Six or more pieces of Equipment have been Stolen by the end of the game.

1VP - Three or more pieces of Equipment have been Stolen by the end of the game.

BEASTFOLK

Secondary Mission 1 - Prove Yeselves, Scallies!

Vermen are always hungry to prove themselves to their clan. Now's the opportunity!

2VP - Five or more Characters are Knocked Out by Vermen during the game.

1VP - Three or more Characters are Knocked Out by Vermen during the game.

Secondary Mission 2 - Ruckus

Oh it is a glorious day for a ballad on the battlefield. Get your bagpipes out, lads.

2VP - All friendly Characters have been under all three effects of the Ballads of the Beastfolk during the game (see Warbard).

1VP - All friendly Characters have been under the effects of the Ballads of the Beastfolk during the game (see Warbard).

GREMLINS

Coming Soon

UNDEAD RAIDERS

Secondary Mission 1 - Deadshot

Raiders love to show off their stolen weapons, particularly those new-fangled Arcloque Pistols.

2VP - Three enemy Characters are Knocked Out by a Shot from Characters armed with Stolen Arcloque Pistols.

1VP - One enemy Character is Knocked Out by a Shot from a Character armed with a Stolen Arcloque Pistol.

Secondary Mission 2 - Treasure Chest

There's just something about storing all your loot in a big chest so you can run your fingers through it. Hopefully the stolen plunder doesn't get stolen itself..

Place a counter within the Undead Raider's deployment zone. The Treasure Chest (Item) can be picked up by, given to or stolen by a non-Creature Character for a Medium Feat.

2VP - The Treasure Chest is in the possession of the Raiders and was never taken by an enemy Character.

1VP - The Treasure Chest is in the possession of the Raiders by the end of the game.

VAMPIRES

Secondary Mission 1 - Blood Drinkers

This Vampire coven is out to do just one thing. Claim new minions for their entourage.

2VP - Four or more enemy Characters have been Enthralled by the end of the game.

1VP - One enemy Character has been Enthralled by the end of the game.

Secondary Mission 2 - Feed, my Children!

No self-respecting Vampire would be without a swarm of fluttering bats, and now is the perfect time to feed them!

2VP - Three or more enemy Characters have been Knocked Out by Crypt Bats by the end of the game.

1VP - One enemy Character has been Knocked Out by Crypt Bats by the end of the game.

ANCIENT DEAD

Secondary Mission 1 - The Tomb

The Ancient Dead have just awoken from their slumber and found their resting place ransacked! Rightly furious, they must defend it against all further interlopers.

Place a Terrain feature on the board to represent the Tomb in the Ancient Dead's deployment zone. Any enemy Character in base contact may unearth one Arcanite Token from it per Round. These Arcanite Tokens, if retrieved, may be placed back into the Tomb free of charge by an Ancient Dead Character in base contact. Arcanite Tokens that are

bought, were placed on the board before the game or generated by friendly Characters cannot be used to replace lost Tokens, but ones stolen from enemy Characters can.

2VP - No Arcanite Tokens have been stolen, or all stolen Arcanite Tokens have been replaced.

1VP - Only one Arcanite Token has been stolen, or one Arcanite Token is missing.

Secondary Mission 2 - Unearthed Brethren

Ancient Dead can sense their kin who have not yet awoken, and this battlefield contains as-of-yet undiscovered burial sites.

Randomly place four tokens on the game board. These are burial sites and may be unearthed by a friendly Character for a Medium Feat. If successful, replace the token with a friendly unarmed Skelt who is added to your Warband.

2VP - All four Skelts have awoken by the end of the game.

1VP - Two Skelts have been awoken by the end of the game.

BESTIARY

Secondary Mission 1 - The Hunt

These Creatures are hungry. And luckily, they have an entire banquet waving weapons at them.

2VP - Completely digest at least one Character.

1VP - Successfully Gobble four or more Characters, even if they escape digestion.

Secondary Mission 2 - Ambush

Many Creatures hide themselves amongst the landscape and jump out at the first delicious morsel that walks by!

Instead of deploying as normal, you may pick a number of Terrain features on the board for a Creature in your Warband to be hiding in. Write these down and keep them secret from your opponents.

When an enemy Character moves within 3" of a Terrain feature that a Creature is hiding in, you may deploy them in base contact with that Character. If a Creature is deployed this way, any Defence Rolls against Attacks against them are at a Disadvantage for the Round.

You may also choose to deploy a Creature in base contact with their Terrain feature at the start of each Round.

2VP - Three or more ambushes have taken place by the end of the game.

rVP - One ambush has taken place by the end of the game.