

Demo Scenario

Requirements: None

Goal: Protect the bandit until he loots the treasure tile

Special Rules:

The Bandit Guard is an ally to you and an enemy to all other monsters. He has 6+(Lx2) hit points and no other bonuses, and the scenario is failed if he dies. Every round, the Bandit Gaurd does not perform his actions from an ability card, but instead acts on initiative 99 and performs a "Move 3" toward the treasure tile. If the Bandit Guard moves onto the treasure tile, the scenario is won. The treasure tile cannot be looted by a player.

Maps:

N1a



Bandit Guard



Inox Guard



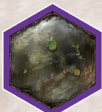
Inox Archer



Inox Shaman



Damage Trap (x2)



Water (x6)



Treasure tile (x1)

