

The Outpost

The Mission

The kingdom maintained many sorts of watchtowers and outposts, one of these on the edge of the Shadow Deep has been lost contact with. It is on a low ridge through a short patch of woodland.

The Rangers have been tasked with reaching the outpost and finding out what happened to their comrades.

On arrival at the outpost, the Rangers find that there are numerous dead bodies scattered around the scener of the conflict, and are also being pursued by the living. Not all of the corpses are totally dead either...

Scenario

This is played on a 3' square board.

The Rangers enter in corner A, 6" in.

In the middle of the board is a low fortified structure – I use Amera's Castle Keep. On the edges of the board there should be trees, no more than 6" in, and a scattering of rocks no more than 8" close to the keep.

The aim is to get all the clue markers, and occupy the keep, and setting alight a beacon to alert the other Rangers the outpost is now re-occupied.

The scenario lasts a maximum of 8 turns. At the end, either the Rangers will have been defeated, or the Evil creatures will withdraw leaving them in control of the keep.

At the beginning of the scenario, Gnolls will be in corners B, C and D. There will be one Gnoll Sergeant for each Ranger, plus one Gnoll warrior, and one Gnoll Archer.

There are five clue markers, two 18" away from the deployment zone, and two inside the Outpost. The fifth is dead centre of the keep and is a pile of wood ready to be lit as a beacon.

Random event cards

To be drawn starting in the second turn:-

Red Ace: A Gnoll Shaman appears in a random corner of the board.

Red Two: Two Zombies appears in a random corner of the board.

Red Three: A randomly determined Ranger or spell caster has a premonition from beyond the grave, this figure may now be moved in the Ranger phase once in this game. This is over and above the normal restriction on the number of models that can be moved.

Red Four: A Gnoll Warrior appears in a random corner of the board.

Red Five: A Cultist Archer appears on a random board edge in the middle.

Red Six: Two Gnoll Archers appears in a random corner of the board.

Red Seven: Two Cultists appear on a random board edge.

Red Eight: An Ogre appears on a random corner of the board.

Challenge Level

In addition, when a model from the warband of a Ranger of level 10 or more reveals a clue marker, the malign influence of the Shadowdeep triggers a random encounter:-

Black 9: A Wraith Knight emerges from the darkness 6" away in a random direction to target the nearest model with the highest XP or PP within 12". (This over-rides the other rules for Evil creatures movement)

Black 10: A zombie staggers upwards, at a random point 3" away from the model and will target it over-riding any other rules for Evil Creatures.

Black Jack: A skeleton burst through the soil and grips the ankle of the model, they are now immediately in combat

Black Queen: Two zombies stagger up 3" away in random direction away from the model and will target it over-riding any other rules for Evil Creatures.

Black King: A skeleton bursts through the soil and grips the ankle of the model, they are now immediately in combat. And, a Wraith Knight emerges from the gloom 6" away in a random direction to target the nearest model with the highest XP or PP within 12". (This over-rides the other rules for Evil creatures movement)

Clue Markers

Black Ace: The body of the Ranger Captain is found, taking an action the model that finds them searches the body and finds a hastily scribbled note describing the attack that wiped out the garrison, and the name of the spy within their ranks !

Black Two: The body of a Knight, taking an action the model that finds them searches the body, he carries a magical item. This may be picked up and carried not counting as an item slot for this scenario. Determine what it is using the Weapon Horde rules p52 in Ghost Stone.

Black Three: A body of a dead archer, taking an action the model that finds them searches the body and finds he is carrying treasure ! Roll as per normal for a treasure item.

Black Four: A body of a spell caster, taking an action the model that finds them searches the body and finds she is carrying a potion of healing, and a spellbook with Glow written in it.

The fifth clue marker, the beacon takes an action to light.

Experience

For each model that gets within the keep, +3 XP

For each clue marker that is retrieved +5XP

For finding the name of the spy, +15XP to the Ranger who found it (or his companions), +5XP for any other Ranger. If the clue is found by a Companion, they gain 1 Progression Point.

For lighting the beacon, every Ranger gains 5XP, and if it is lit by a Companion, they gain 1 Progression Point.

For each model still standing at the end of the game, their Ranger gains +3XP.

Standard XP for each Evil model killed.