

# The Cold Road

## Victory Conditions

At the end of each turn, Victory points are accumulated as follows:

- 1 VP for a miniature that leaves the table with goods.
  - 3 VP for a miniature that leaves the table with goods belonging to the opponent.
- A player wins the game if he has 9 VPs or more at the end of any turn.

If no player gets 9 VPs before the end of the game, or if both players reach 9 VP during the same turn, or if one player's warband has no living miniatures on the table, then the game is a draw. It is not possible draw the game because your last miniature left the battlefield with goods. The maximum number of victory points that can be gained is 11.

## Setting up the Battlefield

- 1) This scenario is intended to be played on a table 48" x36".
- 2) The players then place 2 Cards in their zone. Each card must be 5 inches from the median line and at 13 inches from the table borders.
- 3) The players must place at least 8 scenery elements, according to the following rules:
  - Scenery cannot be placed less than 3 inches from any table edge scenery or card.
  - The players place the scenery items alternatively. Randomly determine who begins.
- 4) The players then define the gaming areas:  
The table is split in two, widthwise.
- 5) The players then place their components tokens, according to the following rules:
  - The tokens must be placed on scenery, at least 5 inches from any other component.
  - The players place 2 tokens on their table half, at least 5 inches from the median line and 2 in their opponent's side. The players place the tokens alternatively, starting with the one that did not choose the table site.

## Deployment

The players must split their warband in two groups of about the same number of miniatures. The players will deploy the group one after the other. If a player has miniatures with the Stealthy skill, he can choose to add them to a group or deploy them separately using their skill. Each player deploys his first group, starting with the player that has the most miniatures. This group must be deployed in contact with the caravan of his side, but further than 5 inches from the median line. The players alternate deploying one miniature at a time. The players then deploy their second group starting with the group that has more miniatures. This group must be deployed at least 10 inches from the caravans in the player's deployment area and at least 5 inches from the median line. The players alternate deploying one miniature at a time. Finally the players deploy the miniatures with the stealthy skill that were not included in a group. These can be deployed anywhere, at least 5 inches from the median line.

## Special Rules

The caravans:

These are size 3 scenery elements.

The goods:

A miniature in contact with a friendly or enemy caravan can grab goods for 1 AP.

A miniature can only carry one token's worth of goods at a time.

A miniature whose health status goes from wounded to critically wounded or who is killed immediately drops the goods. A token is placed in base contact by the player of the miniature to represent the goods that were carried.

Goods on the ground can be picked up for free by any miniature.

Fleeing with goods:

A miniature with goods can leave the table by any of the lateral borders (those not touched by the median line).

