

# Incursion - Saplings of Radika Dumu (Kh)

## Victory Conditions

The first player to reach 16 Victory Points at the end of a turn wins the scenario.

- If both players manage to get 16 or more victory points in the same turn, the result is a draw.
- If at any time one player has no living miniatures the result is a draw. (See special Rules)

## Setting up the Battlefield

This scenario is intended to be played on a table measuring 48" by 36".

The players must place at least 8 scenery elements with the following constraints:

- Roll a die to see which player starts placing scenery elements, highest score goes first.
- Each scenery element must be placed at least 3" from any table edge or any other scenery element.
- The players alternate placing one scenery element at a time.

The players then define the gaming area:

- The table is divided in two equal halves, lengthwise.
- Each deployment area is set at 13" from the center line of the gaming area.

The players then roll to determine on which side of the table they will deploy, highest score chooses.

The players then place 8 Alchemical Component markers with the following constraints:

- The markers must be placed on a scenery element
- They must be at least 5 inches away from any other Alchemical Component marker.
- The players place at least 2 of their components in their table half, and 2 in their opponent's half.
- The players place the components alternately, one at a time, starting with the player who did not choose the side.
- All components MUST be placed on the table.

## Deployment

Player warbands must be Khaliman defending against one other attacker of Avalon, Aurlok or Jade Empire. (There are 3 other scenarios on the Incursion series that switch Defender and Attacker roles. The Defender's scenario in the series is denoted by Av, Au, Kh and Ja in the title)

The players alternate deploying the miniatures of their warband from one card at a time in their respective deployment areas.

The player with the most cards starts.

- If both players have the same number of cards, the one with the highest total Mind value starts.
- If both players have the same Mind value, Roll a die to see which player starts, highest score goes first.

## Special Rules

### [Troop Killing]

In this scenario the attacking warband is gathering samples to gain information not trying to start a major conflict therefore killing all defending players is to be avoided. Likewise, despite the incursion the defending players need to avoid killing attacking players to avoid repercussions later.

### [Examining a Sapling]

Saplings are located on scenery elements which represent stands of different trees in the Orchard. However, in the growing darkness the attackers are as capable as the Khaliman in identifying them so both groups will need to examine each stand of trees to make sure the sapling is a unique sample.

- Any miniature that is within 1" of a sapling can spend 1 AP to examine it.
- Roll one white die, if the score is 1-3 the miniature believes they have found this type of sapling already, if the score is 4-6 it's a new sample.
- Mark the terrain element to show it is the location of a new sapling sample.

### [Taking or Hiding a Sapling]

When a new sapling type has been identified a miniature can spend 1 AP to either Uproot it and take it as a sample or hide it by using Camouflage.

**Flying Earth** - When a miniature manages to Uproot a sapling roll a white dice. For each mace symbol of the dice roll, all miniatures within 1" of the root suffer 1 Dam due to loose earth flying into their faces off the saplings springy roots.

**Restorative Sap** - When a miniature manages to Camouflage a sapling roll a white dice. For each mace symbol of the dice roll, all miniatures within 1" of the root are healed 1 Dam as the sap from the tree rubs off onto them and helps to heal their wounds.

Once a sapling is Camouflaged it is hidden by a loose collection of branches and leaves that takes a little time to fall away due to any wind or rain. Therefore the attacking miniature cannot try and detect a sapling on the terrain element until the next turn.

Likewise if an attacking miniature has Uprooted a sapling they cannot try detecting another sapling on the terrain element until the next turn. They'll know to try somewhere else to find a unique sample but in the darkness may get turned around and with luck end up around the same spot and find a new sample.

**[Gaining Victory Points]**

At the end of the turn, each player scores a number of victory points depending on the number of saplings they've Examined, Uprooted or Camouflaged:

- 1 for each root Examined
- 2 for each root Uprooted or Camouflaged

These points are accumulated from one turn to another as a measure of the success of the attack or defence.

