Online Scenario 1:

Four Captains

Collin unrolled the long green leaf before pinning its edges down with stones. He pulled a fleck of charcoal from his pouch and began to sketch the surrounding environs on the leaf. It was a hastily made map, but easy to understand.

"In my opinion, Snag will be striking here at Thickleaf," he said, drawing a curving arrow to show the enemy's approach. "He'll be relying on brute force and strength of numbers."

"And our scouts report a dark flock coming up from the south," said Zure, and he tapped a clawed finger on the map. "They move quickly. It looks like a pincer attack. They no doubt hope to catch us on both fronts, leaving no hope of escape."

"But we can't just leave Thickleaf undefended," Lily pointed out. "That's just the kind of easy victory Snag's been looking for."

"And it would give him a forward position from which to launch future attacks," agreed Nez. "It's a pickle, this is."

"What if we split up?" Tilda suggested. "If we can steal some time by stalling their air support, we might be able to drive off some of the weaker ground forces before their flock arrives to reinforce them."

"That's it!" announced Collin. "Good thinking, Tildy. Zure, take a team of your best pilots and meet the enemy flock here at Goldentrunk," and Collin drew an X on the map near the southern border. "You don't need to win, and should preserve your own forces as best you can. But harry their flank and draw them after you. I will mobilize a detachment of Oakguard and hold the enemy here, just outside of Thickleaf."

Collin tapped on the map with a tiny claw. He sounded confident, but in his heart he worried. Would Zure's preemptive strike be enough? If the plan collapsed, his entire army could be routed in one battle.

Starting Setup

Number of Players: 4

Special Requirements: This scenario requires 2 *Tail Feathers* base sets, and the *Mice and Mystics* base set is recommended.

Nest Points: 10

Victory Condition: Destroy both opponents' nests.

Special Mission: None.

Scenario Setup

Quick Play Forces

Downwood Militia (DM) Sky Captain

- Zure *(ace)* on Aerijin ..... 15 build points
- Snibble *(standard)* on Sienna ..... 11 build points
- Wella *(standard)* on Valchirp ..... 12 build points

Downwood Militia (DM) Ground Captain

- Oakguard x 8 ..... 24 build points
- Tilda ..... 8 build points
- Collin ..... 7 build points

Vermin Raiders' (VR) Sky Captain

- Snag *(ace)* on Grizzard ..... 16 build points
- Chumjaw *(standard)* on Wrunk ..... 13 build points
- Common Rat Rookie on Hook Beak ..... 9 build points

Vermin Raiders' (VR) Ground Captain

- Snag's Commandos x 9 ..... 27 build points
- Spider ..... 8 build points
- Staborah ..... 5 build points

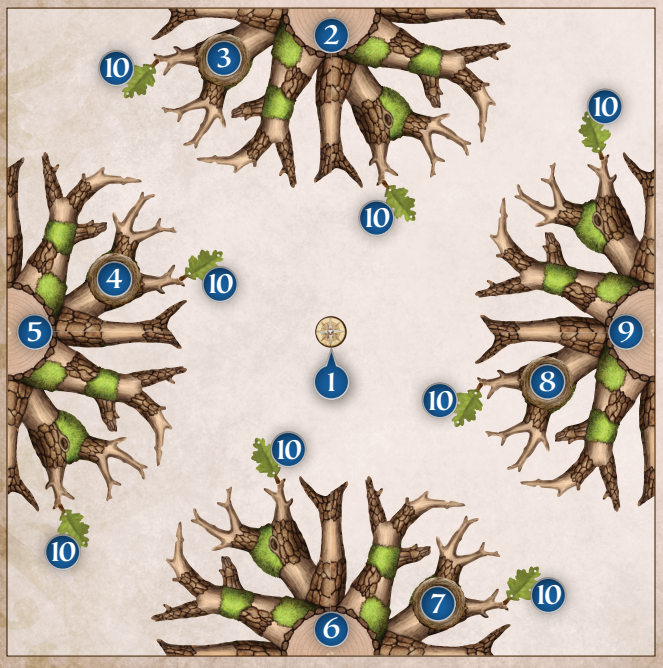
Action Cards

If you are using the action cards additional rule, each force starts with a hand of 7 unique action cards.

Custom Forces

Suggested point range: 30-50 per player *(see page 12 of the rulebook for details about how to build a custom force)*.

Battlefield Layout



Size: 36" wide x 36" long

1. Battlefield Axis
2. DM Sky Captain tree
3. DM Sky Captain nest
4. DM Ground Captain tree
5. DM Ground Captain nest
6. VR Sky Captain tree
7. VR Sky Captain nest
8. VR Ground Captain tree
9. VR Ground Captain nest
10. Leaves

Scenario Special Rules

Flexible Deployment

During setup, each team can place figures in either of their team's home trees.

Sky Captain/Ground Captain

One player on each team must be the sky captain. The other player on that team is the ground captain. Each team's sky captain can only have flying units in their force. Each team's ground captain can only have ground units in their force.

The sky captain cannot use missions, but can freely consult with her teammate during the mission phase. Any rescue mission successfully conducted by the ground captain can rescue a bird/pilot unit from his teammate's casualty pile. Place the rescued bird in either of that team's nests, adding wounds equal to its pilot's bonus life value as normal.

Likewise, the sky captain can use a revive action to bring back figures from her teammate's casualty pile. These figures are placed in the ground captain's reserves box, and will be controlled by the ground captain, but can be placed in either of that team's nests during the final phase.

Common Rookies

Included in this scenario are 2 common rookie cards for you to print and use in your games. These cards allow you to field additional pilots so if you own multiple *Tail Feathers* sets, you will have more force building options. While players cannot have 2 of the same named unique unit in their force, you can have any number of commons.

Common Rookies in Campaigns

You can use common rookies in your campaigns. When a common rookie is advanced, replace it with a named rookie of the same type.

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