



Essen 2015 Scenario:

The Wilderberry Patch

Snag grew frustrated with the fierce resistance the mice were able to muster. At every incursion the mice seemed well-armed and well-trained, and thwarted his attempts to sack the northern villages. If he was going to have any success, he needed to find their weakness and exploit it. And so he summoned his sneaky daughter, Staborah.

Under the darkness of a new moon and making nary a sound, Staborah drew close to Nestlebrook. There she planned to spy on the forces garrisoned within and analyze their defenses, but the perimeter of Nestlebrook was guarded by another sneak: the mouse hero called Filch!

Filch spotted Staborah's approach, and caught her unawares in the darkness. Daggers clashed as the two fought a desperate knife battle in the gloom, rolling through the grass and exchanging blows. Staborah gave Filch a vicious kick in the ribs, but he grabbed her as he fell. The two tumbled down a depression in the field, and landed in a rocky patch.

They pushed away from each other, but when they looked up, they froze.

"Blimey!" hissed Filch. Before them was a wilderberry bush from which sprang the first blooms of the season. A bush such as that could yield the most magical of fruit and influence the outcome of the ongoing war.

They stared at each other with angry eyes, their bodies frozen, each waiting for the other to move. Somewhere in the distance a twig snapped, and at that they both turned and ran.

Staborah headed for her father's camp, eager to tell him the news. Filch ran back toward Nestlebrook, hoping against hope that he could remember exactly where he found the bush.

Starting Setup

Number of Players: 2

Nest Points: 10

Victory Condition: Be the first player to find the berries and return them to your nest **-or-** destroy your opponent's nest

Special Mission: None.

Scenario Setup

Quick Play Forces

Downwood Militia

- Zure (standard) on Aerijin 13 build points
- Snibble (standard) on Sienna 11 build points
- Wella (standard) on Valchirp. 12 build points
- Oakguard x 6 18 build points

Vermin Raiders

- Snag (ace) on Grizzard 16 build points
- Chumjaw (standard) on Wrunk 13 build points
- Snag's Commandos x 6 18 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: 50-70 (see page 12 of the rulebook for details about how to build a custom force).

Battlefield Layout



Size: 36" wide x 36" long

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|--------------------------|--------------------------|
| 1. Sapling | 5. Downwood Militia nest |
| 2. Vermin Raiders home | 6. Objective Tokens |
| 3. Vermin Raiders nest | 7. Leaves |
| 4. Downwood Militia home | |

Scenario Special Rules

Placing Objectives



At the beginning of the game, select 4 twigs resource tokens and 1 berries resource token. Keep the tokens face down (*objective side face up*) and shuffle them up. 1 at a time, without revealing them, place each objective token on one of the 5 designated spaces on the battlefield.

Hunting for Berries

In order to discover if an objective token is the berries token, a bird's flight path must pass over the token. The player announces that he is doing a swoop and reveals the token. If it is a twigs token, that player's swoop is wasted and the objective token is removed. A bird can only swoop once on its activation and cannot swoop attack on that activation, but can make a normal attack. If the revealed token is the berries token, the player lucked out. Place the berries token on the bird's card, if possible. It is now transporting the berries. If the bird is already transporting a ground figure, leave the token where it was. Ground figures that occupy or pass through a space with an objective token can reveal that token, but cannot carry the berries.

Carrying and Dropping the Berries

Berries count for transport limits so a bird cannot also transport a ground figure while it is carrying berries. If a bird that is transporting berries gets defeated, before placing it in the casualty pile, drop the berries token onto the battlefield from 2-3 inches above the bird's tail end. Leave the token where it lands. It is now available to be picked up by another bird. Ground figures cannot carry the berries.

Winning the Game

The first player to transport the berries token back to its nest by flying over or perching in it, wins the game.

A player can also win the game by destroying his opponent's home nest.



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