

Chance Encounter

A simple official scenario for 2 or more players, 200 to 300 points.

Your force has randomly stumbled upon the Enemy and it's a case of seeing who can get the upper hand.

Set Up

The game is played on a small (at least 3 x 3 feet) playing area. Pick your Initiative Counters and then draw to see who can deploy. When your counters are drawn you can deploy one or more of your models as a single group (deploy one model and then as many other models as you like within its Command Range) anywhere on the board, as long as they are at least 12 inches from any Enemy models.

Once all your models are deployed (excepting those with Pathfinder[S] and the models accompanying them) you can then use subsequent counters to start activating your models as normal, even if your opponent hasn't fully deployed.

Victory Conditions

Each player will flee if they lose more than half their Elites. The last player standing is the winner.

Abilities

Pathfinder (x) [S]: At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

Source: Chronicles of Anyaral

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