

Beating the Blues

A Wizard Kings Scenario



Lady Syllith of Limona was preparing for war. Her city lay on the far eastern coast of the Empire, and, in the opinion of her superiors, had been subjected to periodic raids from marauding Viking warriors for far too long. Having failed to protect the borderlands from such raids, Lady Syllith's standing with the High Council was low. Precariously low. She needed to find a solution, and soon.

Though lacking the means to create large permanent garrisons along the entire coast, Syllith could muster an impressive army for a short campaign. Her plan would be direct: cross the narrow sea and capture every Viking port on the coast. Not only would this put an end to the raiding, but this campaign would also add the sizable Elwood Forest to the territories of the Empire and catapult her prestige at court to new heights.

And all that stands in the way are the unsuspecting human tribes of the Elwood and their allies from the plains beyond.

Set-up:

Map #2 is placed to the east of map #12. All hexes to the west of Urbhaka are out of play for this scenario (fold map #2 in half to save space). All half-hexes are playable.

The cities of Urbhaka, Limona, and Zulia are friendly to the Elves. Pahl and all cities on map #12 are friendly to the Barbarians.

Use 2.0 Rules. Recommended for play with 1st Edition blocks, using 1.6 errata on Treetk and Ranger blocks (2nd edition may work fine too).

Lady Syllith (Eldryn):

Starting Forces:

- 1x Wicana-4 in Limona (Lady Syllith).
- 7x non-Wicana blocks, worth 75 GP total, distributed as desired between Urbhaka, Limona, and Zulia.

Reserves (blocks that may be built during the course of the game):

- 2x Castle

King Jak (Wildryn):

Starting Forces:

- 1x Viking-3 in Valkor (Viking-2 if playing with 2nd edition blocks)
- 9x blocks totaling 90 GP, distributed as follows: 2 in Karakhan and 1 in each other Barbarian city.

Reserves:

- 4x blocks of any type and cost.

Note: all GP allotted in setup MUST be spent. This is to limit available cannon fodder.

Special Rules:

All blocks destroyed in combat are eliminated permanently and may not be rebuilt.

All Barbarian cities begin the game with the status of “passive.” A passive city produces no gold and the units beginning there may not move (place the blocks face-down to signify this status). A city that is attacked immediately becomes active and loses its passive status.

Barbarian cities naturally become active over time in a series of waves (news travels, but not necessarily quickly). The first wave is Pahl, Bendale and Viris, which become active at the beginning of the first build phase. The second is Valkor (on the second build phase), the third is Karakhan (third build phase), and the fourth is Roda, Lymarn, and Arzan (all on the fourth build phase).

Note that this gives the elves a free strike at Pahl on the first turn, and potentially more with some luck on initiative and/or flight rolls. This is intended. The elves must play aggressively during the early game to obtain an advantage (or at least parity).

Victory Conditions:

The cities of Pahl, Bendale, Viris, and Valkor are each worth their GP value in Victory Points. Count up the number of Victory Points at the end of 10 turns. If the difference is 1 or 0, the result is a draw. Otherwise, the player with the most points wins. There are three exceptions. If Karakhan is controlled by the elves during the build phase of any turn, then the barbarians lose (King Jak’s Karakhan is the power behind barbarian unity). If the elven Wicana, Syllith, dies, then the elves lose (the invasion will falter without a general). If the barbarians at the end of the game hold Zulia, Limona, or Urbhaka, then the elves lose (political catastrophe for Syllith).

Turn Record Sheet for Beating the Blues:

Turn 6	Turn 7	Turn 8	Turn 9	Turn 10	Game Over Pahl: 1 VP Bendale: 1 VP Viris: 1 VP Valkor: 2 VP

Turn 1	Turn 2	Turn 3	Turn 4	Turn 5
Pahl Bendale Viris	Valkor	Karakhan	Roda Lymarn Arzan	