

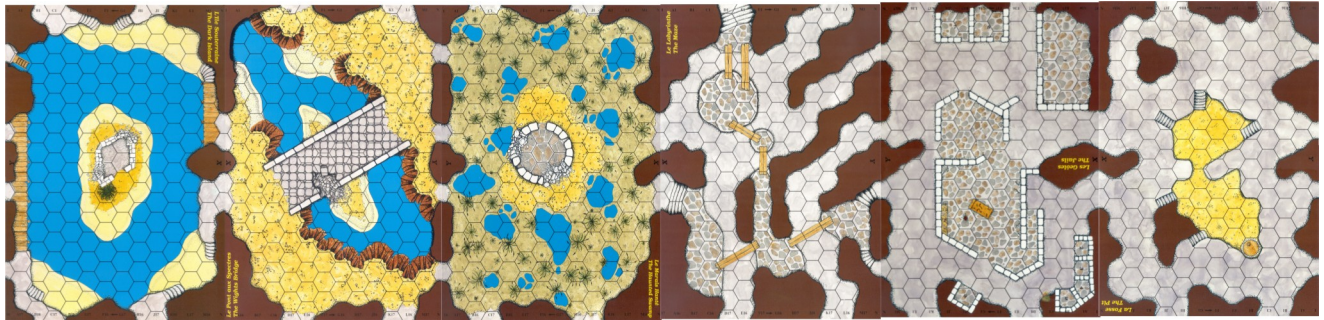
Return To The Sunlight

A group of isolated adventurers must escape from Alkiram's kingdom, but the jaws of a vice are inexorably closing on them.

The Story:

This scenario should be played twice, with each player taking in turn the part of the Adventurers (the attackers) and the Krobs (the defenders). This places the emphasis on the achievement of the Adventurers in advancing as fast as possible while minimizing losses, and on the Krobs slowing down the enemy with the effect of allowing more and more reinforcements to arrive to overwhelm them.

Assembling The Maps & Starting Positions:



The Adventurers enter from side Y of the Island map and must exit through side Y of the Pit map. The Krobs enter from all top and bottom map edges.

Special Rules:





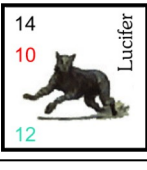
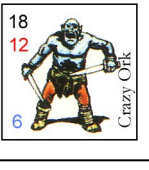

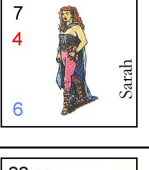
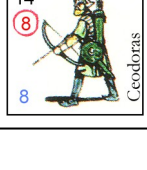
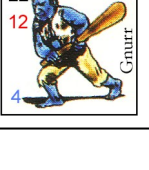
- The Gharvs do not intervene in this scenario.
- Zacharie has 200 EPs (Energy Points), but he may only use them for spells which affect himself or the terrain, and for spells which heal or revive his companions.
- At the beginning of the game, the Adventurer player places the two boats wherever he wishes on the Island map.

Victory Conditions:

The Adventures score 1 point for every Adventurer that is able to exit the map.

The Krobs score 1 point for every adventurer killed.

The Counters:

The Adventurers				The Krobs (24)	
	Konrad		Godiva		Hunters cost 1 point
	Aldus Grast Hohmley Zed		Labeme Jon Thrugg Zacharie		Warriors cost 2 points
	Lucifer		Crazy Ork		
	Gotmar		Sarah		
	Ceodoras Cerenbril Findarfin Gerfindel		Gnurr Gromr Throda		
	2 boats				

A Hunter can enter through any of the side tunnels as soon as an Adventurer enters the map in question. The Hunters can also choose to delay the time of their appearance. After turn 3: 2 points of reinforcements every turn, divided as equally as possible between the maps where the Adventurers are present and those that remain for them to run through. As soon as the points are spent, the relevant counters are placed in front of the tunnel from which they will enter the map.

It is unclear whether "24" is 24 Hunters or 24 points-worth of Krobs. Players must decide before the game starts which alternative to follow. If the defender starts with 24 Hunters, the remaining 4 Hunters and 16 Warriors are available as reinforcements. The defender may enter as many of the 24 Hunters as he/she wishes from Turn 1 onward, but the reinforcements from Turn 3 onward must be committed to specific entry points as soon as they are due. Alternatively the defender could start with a mix of Hunters and Warriors worth 24 points; it is implied that no Slayers or Guards are used.