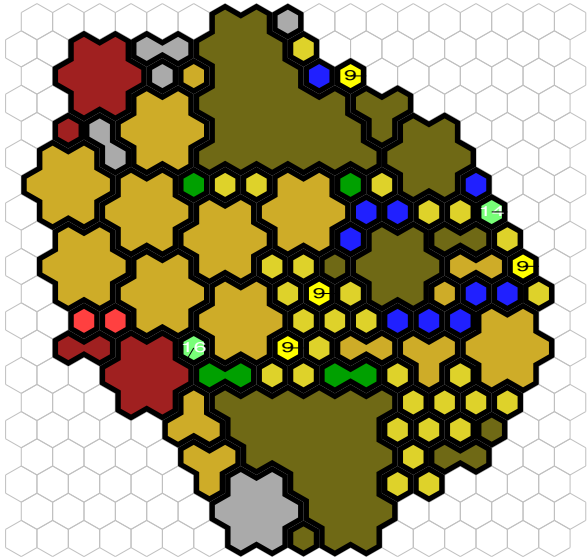


A Merciful Bid

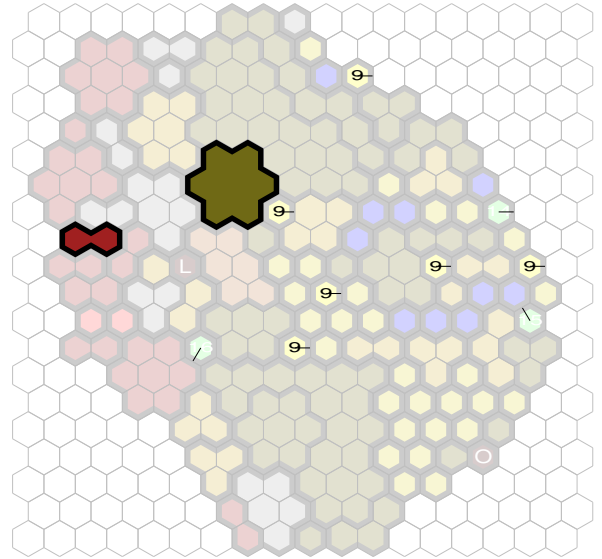


Author : flameslayer93

Level : 1



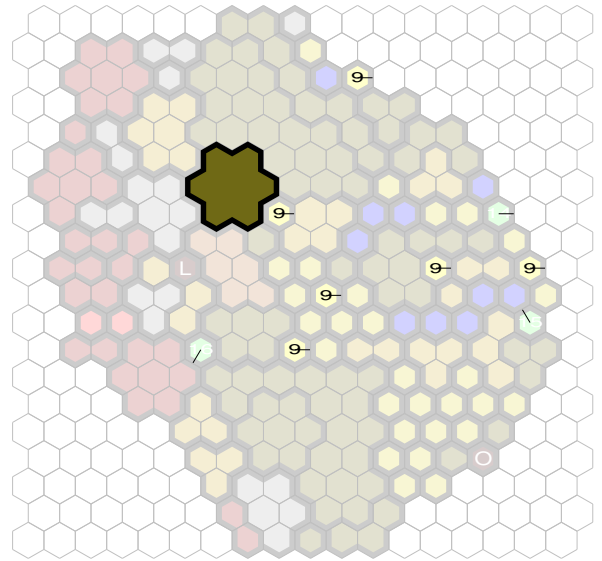
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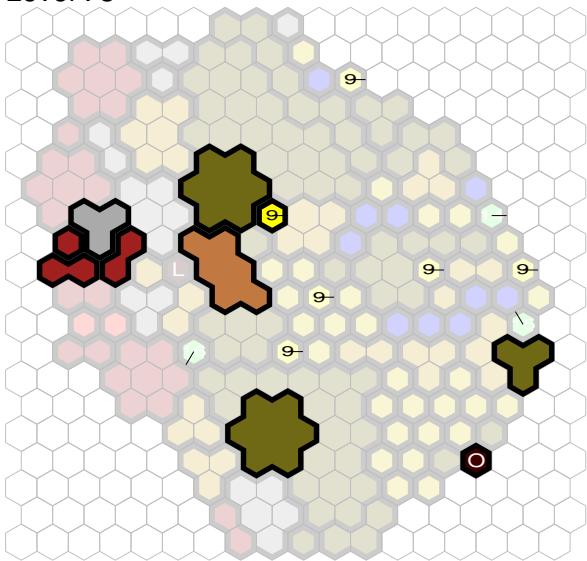
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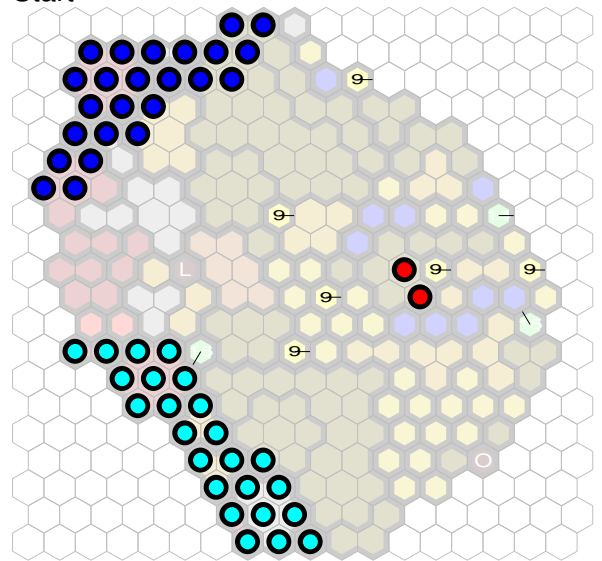
Level : 5



Level : 3



Start



A Scenario focused board, using 2 SotM's, 1 VW, and 1 TJ.

Along the Volcarren Swamp border is the entrance to a dense jungle. Many marro hives in the area were raised by the marro forces of Utgar. However, many choked each other out by stealing nutrients from the swamp waters below. The few that had survived still birth many marro, but the soldiers of the Valkyrie Alliance have slowly been able to root them out.

A Merciful Bid (Master Scenario)

Background:

After Vydar pulled out of the Valkyrie Alliance, Major Q10 began questioning his General's motives. The Soulborg felt it better not to defile the lands of Valhalla, as the Volcanmechs had torched Alpha Prime in the early days of the rise of machinery. It appeared as though Vydar was going down the same route. Because of this, and the collapsing of the alliance, Major Q10 went his own way; to face the Marro threat alone. Of course, Jandar and Vydar knew that Major Q10's merciful nature would bring this event, so both had spies to watch his movements.

After agreeing to a meeting in which he would not shoot to kill their forces, the two generals have sent brigades to better relay their motives... and perhaps bring the Major back into the fold of the Valhallan War.

Objective:

Recruit Major Q10 to join Jandar or to rejoin Vydar. After doing so, destroy 300 points of the opposing army to force the opposing army's figures to retreat. Destroying Major Q10 does not count for points destroyed.

Setup:

The Jandar player may draft up to 400 points of figures. Up to 100 points of these figures may follow Aquilla or Ullar. The remaining figures must follow Jandar. Jandar's forces begin in the Blue Start Zone.

The Vydar player may draft up to 430 points of figures. Up to 100 points of these figures may follow Einar. The remaining figures must follow Vydar. Major Q10 may not be drafted. Vydar's forces begin in the Cyan Start Zone.

Place both Loding and Orelid faceup where marked.

Place Major Q10 in the Red Start Zone. Place Major Q10's Army Card within reach of both players.

Special Rules:

Jandar's forces arrived first. The Jandar player may add 5 to the first initiative roll of the game, as well as any rerolls for the first initiative roll.

Until recruited, Major Q10 is a neutral figure. He will not attack a player's forces who did not attack him first. If Major Q10 is affected by an attack, even if not targeted, he will begin attacking that player's forces.

While neutral, Major Q10 will not move. He will attack all figures within 6 clear sight spaces once with his Machine Pistol Special Attack at the end of every round.

Having low fuel levels, Major Q10 will never give leaving engagement attacks, even after begin recruited. Additionally, his movement is reduced to a maximum of 4 spaces.

Major Q10 has used most of his ammunitions, and so cannot use his normal attack or his Wrist Rocket Special Attack.

Instead of attacking, a hero or squad following Jandar or Vydar, as well as Shiori, may attempt to persuade Major Q10 to join their side (even if Major Q10 is in the opponent's army!) if they are adjacent to him. To attempt persuasion, roll the 20 sided die. On an 18 or higher, Major Q10 joins that side and the player gains control of Major Q10 and his Army Card. Remove any Order Markers that are currently on it. You may only attempt to persuade Major Q10 once per turn.

You may add to that 20 sided die roll:

+3 if a Unique Hero attempted to persuade.

+1 for each additional adjacent Squad Member, up to +3.

+3 if the figure asking is one of Major Q10's friends. Those figures are:

Raelin the Kyrie Warrior (120 pts), Sgt. Drake Alexander (170 pts), and Shiori (60 pts).

Major Q10 is not impressed by displays of power. You must subtract 1 from your roll if you attacked him at all this game.

The game can end in two additional ways other than a player winning:

1) Major Q10 is destroyed. In this case, both players lose because he is unable to be resummoned without his datalog being corrupted. Any future attempts to summon him will result in a heap of scrap metal.

2) Both players have 300 points of their army's destroyed, causing them both to flee. Major Q10 is disgusted with the two Valkyrie Generals, but neither player loses. They just don't win.