

## **The Sacking of Denelspire by Wedge Smith**

The insidious Darkspawn planned their most ambitious assault yet, to capture the very symbol of their greatest nemesis -- the Tower of the Dawn in Dennelspire home to the Crusader's Chroniclers. Striking at a time when the Darkspawn knew the city was at its weakest, they have penetrated deep into the heart of Dennelspire and are laying waste to everything in their path. The city is in flames and soon it will be completely consumed, but hope still remains. There is talk of a fallen knight clad in rusting armor donning a faded blue and white tabard named Gerard who is leading a counter assault. Will you join Gerard and his brave Crusaders in retaking the city, or will you aide the Darkspawn in reducing their citadel to rubble?

### Objective:

One army will be defending the city while the other army will be raiding it. The objective of the defending army is to protect the buildings in the city, while the raiding army will be attempting to burn the city to the ground.

### Deployments:

Deployment functions normally.

### Special Scenario Rules/Notes:

**Plunder:** When an enemy who is wearing equipment is slain in a Fight Action, one of the attacking models (if there are more than one) who defeated the enemy may pickup the equipment they were wearing and use it regardless of the normal restrictions that would prevent certain models from wearing certain equipment.

**Burn it to the Ground:** Any member of the raiding team who is standing in B2B with a city building, may use a specialty action to set the building on fire. The building and any models standing on the building gain the Burning state. In addition, any spell, or attack that causes a natural Burning state may be executed normally on a building as the target.

**Fire Fighters:** The defending team may place models in B2B with a Burning building and try to extinguish the flames. A model may use a specialty action to roll a D10 and add +1 for each ally in B2B with the building, if the result is 10 or better you can douse the flames, extinguishing any building and removing the Burning state. If enough allies are in B2B of a Burning building that you would normally get a Support bonus, you may automatically put out the flames with no roll by working together.

**Conflagration:** At the end of each game turn, any building that is currently in the Burning state falls one damage track down. If a building loses its last damage track it becomes a Conflagration, and is beyond saving.

Building stats

DT 0 1  
MOV 0 0  
DIS 0 0  
DV 11 10  
MD 13 12

Scenario Points:

4 Scenario Points are earned by the raiding army for each building that reaches the Conflagration state (max 20)

4 Scenario Points are earned by the defending army for each building that survives at the end of 5 rounds (max 20)

Map

