

Requirements: None

Goal: Convert or kill all City Guards and City Archers

Introduction:

“This is a bad idea,” Kahjin says as you drag him toward the barracks. “Guards in this city are not to be trusted!”

“Just shut your mouth!” Miles yells over his shoulder as he leads you through the busy streets. “I’m thinking as long as we stay out in the open, these Sin-Ra people won’t attack. Sounds like they’re trying to cover their tracks, and all these people would be a lot of tracks to cover.”

It wouldn’t be the first time, you think, but that business with the snakes was in a much less populated area. You are hoping Miles might be right, but then arrow flies down from the rooftops into the back of Kahjin.

“Augh!” he screams, dropping to the dirt. You grab him and help to keep him moving, but the wound doesn’t look good. Scanning the tops of buildings, you have no idea where the arrow came from, but there will probably be more.

“We need to press on!” Miles says. “The barracks aren’t too much farther. Take cover under the market stalls while we move.”

A few more arrows come, but they don’t do any real damage. Minutes later, you burst into the barracks and slam the doors behind you. In the main room, you see a man in ornate armor surrounded by a contingent of guards.

“C-captain!” Miles stutters. “I didn’t expect you would be here at this time of day...”

“Well, I didn’t want to be here, but I’ve received word you’ve fallen in with the wrong crowd, Miles,” the captain says. “You’ve broken the law, helping these criminals. Now we have no choice but to throw you all in prison.”

“Captain, that’s ridiculous!” Miles says. “Something is going on, and I’m just trying to get to the bottom of it, doing the work the guards should be doing!”

The other guards begin to mutter and shift from foot to foot, but the captain holds up his hand. “Enough! You have your orders. Get these men in shackles and bring them to the Mouth. I have other business to attend to.”



Maps:

- Gib
- Lia
- Nib



Hound



City Guard



City Archer



Treasure Tile (x1)



Damage and STUN trap (x2)



Stone Pillar (x4)



Table (x3)



Bookcase (x3)

Capital Intrigue 6: Peer Pressure

The captain walks over to a side entrance, unshackles some guard dogs, and begins to exit. "Do whatever it takes to subdue them. Do not fail me."

Miles turns to you. "I just need some time to convince them," he says. "These are my friends, and I am sure they will listen to reason. Just keep them at bay while I try to convince them of the truth."

He had better be fast. The guards seem to have their resolve now, and Kahjin is slowly bleeding out on the floor.

Special Rules:

Place a numbered token on hex **(a)**. This is Miles, an ally to you and an enemy to all monsters. He has Shield 1 and twice the standard hit points of a normal City Guard. If he dies, the scenario is failed.

Every round on initiative 49, Miles focuses on a City Guard or City Archer using the normal focusing rules, and then performs a "Move 3." If he ends this movement adjacent to his focus, place a numbered token on the focus' stat sleeve. While a monster has 1 or 2 of these tokens, it is considered to have STUN **(S)**, unable to perform abilities on its turn. When a third token is placed on a monster, it immediately switches from an enemy to an ally and no longer has STUN **(S)**. Ally City Guards and Archers are still considered allies of the enemy City Guards and Archers, but they are enemies to the Hounds.

At the ends of rounds 3-6, 1 Hound spawns at **(b)**. It is normal for 2 characters, normal on odd rounds and elite on even rounds for 3 characters, and elite for 4 characters.

At the ends of rounds 7-10, 1 elite Hound spawns at **(b)** for 2 characters, 1 elite at **(b)** and 1 normal at **(c)** for 3 characters, and 1 elite at **(b)** and **(c)** for 4 characters.

At the ends of round 11 and each subsequent round, 1 elite Hound spawns at **(b)** and 1 normal Hound spawns at **(c)** for 2 characters, 1 elite at **(b)** and **(c)** and 1 normal at **(d)** for 3 characters, and 1 elite at **(b)** and **(c)** and **(d)** for 4 characters.

The scenario is complete when there are no more enemy City Guards or City Archers present.

Conclusion:

Many of the guards lie wounded on the ground, but enough are left standing to administer first aid to rest and to the wounded Valrath as well. You are confident that with Miles in your corner, all of them will be convinced toward your cause eventually.

You set about using the resources available to barricade the entrances of the barracks, making sure that no more murderous creatures can interrupt you while you rest and formulate a plan for what to do next.

Reward:

5 experience each for each ally City Guard or Archer left on the map

Make a note of the number of ally City Guards and Archers left.