

Requirements: None

Goal: Protect the buildings from the raiders

Introduction:

You immediately express your willingness to help the town in the assault, and the villager expresses skeptical relief.

“Well, you just might be the miracle we need,” he says. “Come with me. Quickly!” He leads you through the panicked streets to the opposite edge of the town where a rickety wall stands between houses filled with innocents and a group of murderous bandits.

As the dust plumes of the raiders get closer, you notice some unexpected things. First of all, some of them are flying toward you using large, feathery wings sprouting from their backs. These flying ones carry bows, but also strange-looking wolves. And at first, you think that those on the ground are riding horses, until you realize that the lower halves of their bodies are the horses.

A small amount of foreboding creeps over you as these strange, chimeric humanoids advance, but you tamp it down and prepare yourself. As the horsemen charge the gate, the winged archers fly over it and land all around you. Their wolves start howling, their heads blooming out into four separate quarters full of teeth and lashing tongues. You just hope all these creatures can die just like any normal foe.

Special Rules:

Add two  cards to each character's attack modifier deck as a scenario effect. All Bandit Archers have Flying. All Bandit Guards add +1 Move to all their moves. For four players, there will not be enough elite stands, but just remember that all enemies are elite.

Place a numbered token on all half hexes . These are the buildings and are considered enemies with an initiative of 01 by all monsters. The buildings have $5 \times (C-1)$ hit points, and the scenario is lost if all five are destroyed.

The gate  has $(12+L) \times (C-1)$ hit points, shared between all three hexes. It is considered an enemy with an initiative of 01 by all monsters and blocks all line of sight until opened.

Section Links:

At the end of the third round, read section 1 on the next page.

When all enemies are killed, read section 2 on the next page for the conclusion.



Maps:

H1b
H3b
M1b



Section 1

Fading Glory :

As you continue to fight, your thoughts grow hazy. You can't quite remember how you ended up here, fighting against these bandits. You have a distant memory of once having great power, but now it seems to be slipping away. You panic at the thought, your mind desperately grasping at the fleeting memories, but then an arrow whizzes by your head, narrowly missing your eye. Unfortunately, you currently have more pressing concerns.

Special Rules :

The Storm character must remove one of their extra Storm ability cards, either in their discard pile, lost pile, or hand, from the game. Repeat this at the end of the sixth, ninth, and twelfth as well.

Section 2

Conclusion :

The smoking corpses of your foes lie around you as a brief moment of calm washes over the town. As you look at their wounds, you remember how some of them were struck with great bolts of lightning, but now you can't quite recollect how that happened.

Either way, they are dead now, and you are victorious. The townsfolk emerge from their houses and hail you as heroes.

Rewards :

20 gold each

Remove any remaining Storm ability cards from the Storm character's ability deck