

PHASE 1

Legend has it, that the town of Draugher's Tingle once has been founded by a group of slaves that escaped from the Thousand Isles. After they escaped their masters, the only vessel they could find and use was not much more than a swimming wreck. It was the only chance they had, and they took it. When they finally landed on the mainland, somewhere between the coastline of the Five Lakes District and The Wash, the tore the ship apart and build from the planks the first huts of this town. It wasn't a glorious start into a new life, and they had to patch a lot, and a name for their place was easily found.

Several decades past, and by now this settlement has grown. But there are still some secrets hidden under the barnacle shelled houses. One of the most persistent ones is the existence of a treasure, that was taken by the escaped slaves...

01. THE PIER-HEAD JUMP

Somewhere in the area of Draugher's Tingle is a hint for a treasure. At least, that's what the peg-legged Sorrian told you with his rotgut smelling breath in that boozier called "The three-headed Berengeii". Now it is only to be found...

Setup:

Set up a table of 2x2ft as usual.

Make sure the terrain includes options for swimming, climbing, and jumping.

Place an Objective Marker in the middle of the terrain. An elevated area would be the best option.

Every player has only their Leader.

Initiative:

Roll for Initiative. The player who wins Initiative may choose who is Player A and who is Player B.

Deployment:

- >> Player A choses a Deployment Zone in one corner (4x4") of the board and deploys their model.
- >> Player B then choses the Deployment Zone in the opposite corner of the board (4x4") and deploys their model there.
- >> Then Player A begins the game with their activation.

How to win:

At the end of Turn 3, the player with the most VP wins.

Scoring:

Each of these actions will give you VPs. Check a box whenever you succeed in that Action. To avoid complications, the page in the rulebook is given.

- | | | |
|----|-------------------------------------|---|
| >> | Winning the Initiative Roll (p. 20) | <input type="radio"/> <input type="radio"/> <input type="radio"/> |
| >> | Rolling a Feat (p. 14) | <input type="radio"/> <input type="radio"/> |
| >> | Rolling a Blunder (p. 14) | <input type="radio"/> <input type="radio"/> |

>>	Swimming the complete Movement (p. 24-25)	○
>>	Succeeding at a Dynamic Movement Test (p. 24-25)	
	Climb	○ ○
	Jump	○ ○
>>	Dealing a wound to an enemy first (p. 30)	○
>>	Succeeding in a Shoot Action (p. 30)	○ ○
>>	Succeeding in a Close Combat Action (p. 33)	○ ○
>>	Dodging successfully (p. 32)	○
>>	Perform a Reaction (p. 36)	○ ○ ○
>>	Bringing an enemy to Unconscious (p. 42)	○
>>	Performing an Interact Action with the Objective (p. 38)	○

Game ends:

The game ends at the end of Turn 3. Check the number of VPs the players earned to determine the winner.

Version: Single Player

If you play this on your own, use the AI-Deck and the AI-Rules for this campaign. Note the VP for the enemy model the same way as for your model.

AI-Rules:

Turn structure for this scenario:

- >> *Initiative Phase*
Hand out AP to player model
- >> *Enemy Action Phase [skipped the first turn]*
Draw and resolve an Action Card for each enemy
- >> *Player Action Phase*
Activation Phase like in TDE. Activate your player model
- >> *Cleanup Phase*

Enemy Action Phase:

In the Enemy Action Phase, the enemy will take actions by drawing and resolving an Action Card. Perform the tasks on that card, if able, resolving the listed actions from top to bottom.

NOTE: An enemy in Base to Base contact with a player model will not draw an Action Card but will instead fight a round of Close Combat.

In the first turn of the game skip the Enemy Action Phase. The enemy will try to carry out all actions on the card if able. If not, it will carry out as many as it can. If it cannot carry out any action, it will simply do nothing. Action Cards will define how to resolve each action. Enemies only roll one die. This means enemies can only ever get a Pass/Fail result.

See Opposed Rolls below for how this works in opposed combat tests

Ambiguity on Action Cards:

We have done our best to eliminate ambiguity from the Action Decks. However, you may find yourself in a situation where there is more than one solution to the Action Card instruction. Use common sense to solve this.

Reactions vs. Enemy Actions:

During the Enemy Action Phase you may react to the enemies just like a normal reaction in TDE (have Line of Sight to any part of the action the enemy is taking). If your Reaction is a Combat action it must target the active enemy model. Spend an AP and follow normal reaction rules.

Enemy reactions during the Player Action Phase (Activation Phase):

During the Activation Phase certain actions taken by the players will trigger reactions from enemy models:

- >> *An enemy attacked with Ranged combat will react by attacking back (if have a Range weapon) or Dodge*
- >> *An enemy attacked in Close Combat will react with Close Combat*

Opposed Rolls:

Opposed rolls are resolved a little differently for a test with an AI enemy. For the enemy you roll only one d10 (this can be a second Feat Die or another d10). Since an enemy only rolls one die the best they can get is a Pass result. Unless they roll the Feat symbol (or a 1 on a normal d10); this is a 'Frenzy' result. A Frenzy result beats everything, including a Feat! Unfortunately, life in Ulaya is dangerous; AI enemies win ties!

PHASE 1 PAINTING CONTEST

Paint your leader and post the picture either in The Drowned Earth Fan Page on Facebook, in the Drowned Earth Discord Channel (# finished models) or on Instagram (#teamoviraptor). Please state that this entry is for the Draugher's Tingle Campaign.

Each entry is worth 5 VP that will be added to your team score.

<p>Sample Enemy Actions</p> <p>MOVE 6"</p> <ul style="list-style-type: none"> • Towards LoS, or Wounded • Pass an Agility Test for Dynamic Movement <p>----- Then -----</p> <p>ATTACK (CC, or RNG)</p> <p>----- Then -----</p> <p>ATTACK (CC, or RNG)</p> <ul style="list-style-type: none"> • Different target 	<p>Sample Enemy Actions</p> <p>MOVE 6"</p> <ul style="list-style-type: none"> • Towards LoS, or Closest • Pass an Agility Test for Dynamic Movement <p>----- Then -----</p> <p>ATTACK (CC, or RNG)</p> <p>----- Then -----</p> <p>MOVE 5"</p> <ul style="list-style-type: none"> • Away LoS • Pass an Agility Test for Dynamic Movement • Goal is out of LoS 	<p>Sample Enemy Actions</p> <p>MOVE 5"</p> <ul style="list-style-type: none"> • Towards Closest • Free Dynamic Movement <p>----- Then -----</p> <p>ATTACK (CC, or RNG)</p> <ul style="list-style-type: none"> • Gain PIERCE (1)
<p>Sample Enemy Actions</p> <p>REMOVE any Player Stealth Markers within 6"</p> <p>----- Then -----</p> <p>MOVE 7"</p> <ul style="list-style-type: none"> • Towards Wounded, or Closest • Free Dynamic Movement • Goal is B2B 	<p>Sample Enemy Actions</p> <p>ATTACK (RNG) 8"</p> <ul style="list-style-type: none"> • Target LoS <p>----- Then -----</p> <p>MOVE 8"</p> <ul style="list-style-type: none"> • Away LoS • Free Dynamic Movement • Goal is out of LoS <p>----- Then -----</p> <p>HEAL (1)</p>	<p>Sample Enemy Actions</p> <p>ATTACK (RNG) 8"</p> <ul style="list-style-type: none"> • Target LoS <p>----- Then -----</p> <p>MOVE 6"</p> <ul style="list-style-type: none"> • Towards/Away Closest • Pass an Agility Test for Dynamic Movement • Goal is 6" from target + Cover <p>----- Then -----</p> <p>ATTACK (RNG) 6"</p> <ul style="list-style-type: none"> • Target LoS
<p>Sample Enemy Actions</p> <p>MOVE 6"</p> <ul style="list-style-type: none"> • Away LoS • Pass an Agility Test for Dynamic Movement • Goal is 8" from target + Cover <p>----- Then -----</p> <p>ATTACK (RNG) 10"</p> <ul style="list-style-type: none"> • Target LoS 	<p>Sample Enemy Actions</p> <p>ATTACK (RNG) 8"</p> <ul style="list-style-type: none"> • Target LoS <p>----- Then -----</p> <p>MOVE 6"</p> <ul style="list-style-type: none"> • Towards/Away LoS, or Wounded • Free Dynamic Movement • Goal is to gain Cover 	<p>Sample Enemy Actions</p> <p>MOVE 6"</p> <ul style="list-style-type: none"> • Towards Closest • Free Dynamic Movement <p>----- Then -----</p> <p>ATTACK (CC, or RNG)</p> <ul style="list-style-type: none"> • Gain PIERCE (1) <p>----- Then -----</p> <p>MOVE 4"</p> <ul style="list-style-type: none"> • Away LoS • Free Dynamic Movement • Goal is out of LoS