



# Tactical Assault: Fantasy Cards™

## Scenario #7: Spawning Crypt (Solitaire)

As we stood before the decaying crypt preparing to enter, the ancient words came back to me:

*'Beware of the silence of the dead, they may have more to say about events than words allow.'*

### SETTING

As an army prepares to enter an ancient long lost crypt to unlock its secrets, the crypt reveals that it may be filled with unexpected surprises. Can you defeat the steady stream of undead that emerge from the vault? Or will the flow of monstrosities prove too much, allowing the crypt to keep its secrets forever?

### THE BATTLEFIELD

The battlefield is centered around the entrance to an ancient mausoleum with a ruined reflecting pond before it. The key elements of battlefield set up are a small **Impassable Covering Terrain Template** (the crypt) along one battlefield edge, an area of **Hindering Template Terrain** (the reflecting pool) before it, and several pieces of normal **Covering Template Terrain** scattered about the battlefield.

### FORCES

For this scenario the force attempting to survive the onslaught of undead is considered to be the **Defending Force**. The undead themselves are considered to be the **Attacking Force**. Both sides should have forces of equal size, although the **Attacking Force** may only select **Creature** and **Swarm Units** for its forces.

### SET UP

The **Defending Force** is the only side to start the battle actually on the battlefield. The **Attacking Force** will enter the battlefield as the battle progresses. The Defending Force deploys its forces anywhere within its **Deployment Area** (see map). The **Attacking Force** takes the first turn.

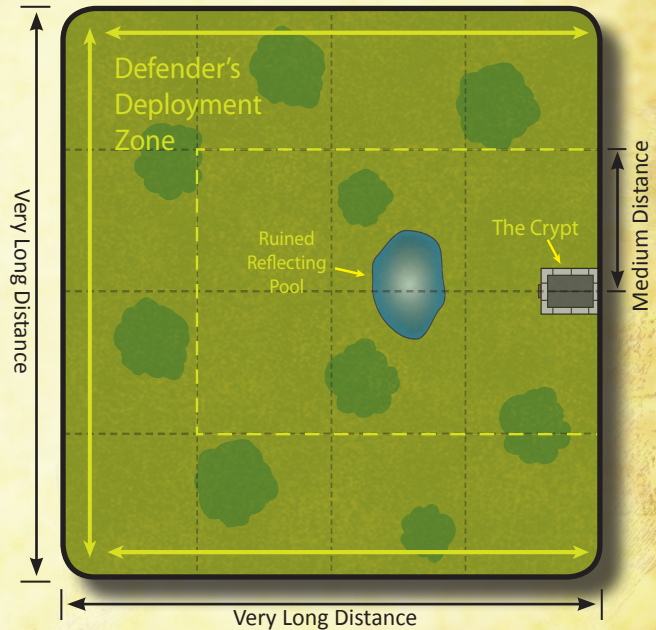
### SPECIAL RULES

**THE CRYPT:** For all forces, The Crypt is **Impassable Template Terrain**.

**URNS:** The **Defending Force** takes its turns as per the normal rules. The **Attacking Force's** turns are not played normally, however. Instead, when the Defending Force's turn is complete, the **Attacking Force** takes its turn in the following fashion:

- Any **Attacking Force** units which have a prohibitive status on them (e.g. *Shaken*, *Out of Action*, etc.) remove that status. Only one status may be removed from each **Attacking Force** unit per turn.
- All **Attacking Force** units which did not have to remove a status this turn, move a **Short Distance** towards the nearest **Defending Force** unit. All modifiers to movement apply as per normal.

### THE MAP



### SPECIAL RULES (CON'T)

- If all of the **Attacking Force's** units have not yet entered the battlefield, randomly select one unit not yet on the battlefield and have it enter starting at the center of the front of *The Crypt*. Use the movement rules noted above.
- Any **Attacking Force** units which contact a **Defending Force** unit are considered to be in **Close Combat** with the **Defending** unit. **Attacking** units must make a single **Melee Attack** on the turn they contact a **Defending** unit. They also must make a single **Melee Attack** each turn they start in **Close Combat** with an enemy unit and do not need to remove a status (e.g. *Shaken*, etc.) from themselves.

After the **Attacking Force** has completed the above steps, the **Attacking Force's** turn is complete. During the **Attacking Force's** turn, the **Defending Force** may play **Situations** as per the normal rules.

### VICTORY CONDITIONS

**VICTORY CONDITIONS:** The first side to **Eliminate** half of the enemy force in terms of total starting unit points, wins. Also, if all **Defending Force** units are **Eliminated** from the battlefield the **Attacking Force** wins.

**TIME LIMIT:** Allow 30 minutes for every 12 points in each side's force to complete the battle (e.g. 36 pts. per player equals a 90 minute game). If there is no clear victor at the end of the allotted time, then the side who has **Eliminated** the most enemy units is the winner.

