

Delve Mode Exclusive Scenario

INSURRECTION

Skyrim stands on the brink of civil war. The rise of Ulfric Stormcloak has emboldened the Nords to cast off the shackles of Imperial rule and reclaim Skyrim for their own. Ralof, leader of the resistance in Riverwood, has been tasked with ambushing an Imperial patrol. Matters are complicated, however, by the leader of the patrol – a fellow Nord named Hadvar, who Ralof once called friend...

- ❖ **Round Limit:** 10
- ❖ **Environment:** Settlement*

*Don't roll for the Settlement special rules – this scenario automatically uses the **Civilians** rule, but with the modifications described later.

THE PARTY

In this scenario, we recommend the player uses the following models with the standard loadouts listed:





- ❖ **Ralof:** Iron War Axe, Hunting Bow, Stormcloak Cuirass.
- ❖ **Stormcloak Soldier****
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**Choose whichever Stormcloak soldiers you have – their exact armament doesn't matter.

SETUP

The game is played on a 24" square board. Set up the battlefield scenery as described in the pre-game sequence – if you have any houses, outbuildings or village scenery, it is particularly appropriate here. Mark out a road approximately 6" wide, bisecting the board from one edge to the other. In the dead center of the road, place a marker or suitable terrain piece to represent the Imperial **Supply Wagon**.

Place Adversaries within 2" of the Supply Wagon.

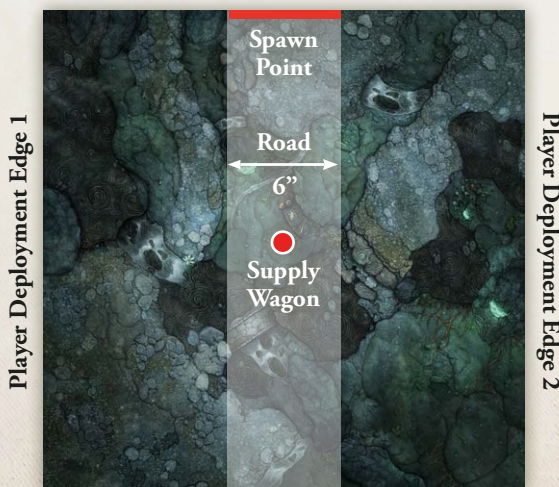
Next, for each model in your Party, roll . On a score of , deploy that model anywhere in contact with Deployment Edge 1. On  or , deploy that model anywhere in contact with Deployment Edge 2.

SPECIAL RULES

This scenario uses the **Adversaries** special rules.

You can play this scenario with Adversaries of your choosing, using the Delve Mode Adversary Forces rules, but for the purposes of the narrative we recommend:






- ❖ Hadvar
- ❖ 3x Imperial Soldiers (Swordsman)





DIVIDED COMMUNITY

After deployment, place 4 Civilian markers on the board, no closer than 6" to any model (friendly or enemy), and no closer than 3" to a board edge or each other.

The Civilians of Riverwood have yet to declare for either side in the struggle. Civilians can't be targeted by either side until they've first been identified as Stormcloak (friendly to the player) or Imperial (enemy). Place a small token on top of an unidentified Civilian marker to remind you that it's yet to be identified. Until it is, a Civilian moves as far as it can (up to 4") directly away from the closest model, friend or enemy. It will always stop at least 1" away from base contact with a model.

The first time any model (player-controlled or Adversary) gets within 4" of a Civilian, roll . On a score of 1-6 or , the Civilian is a Stormcloak . On a 7+ or , the Civilian is Imperial .

- ❖ A **Stormcloak Civilian** follows the normal Civilians rules in the *Quests* book, but is always moved by the player. In addition, at the end of the round, a Stormcloak Civilian within 3" and LoS of an Adversary rolls , inflicting that amount of damage upon the Adversary (or one Adversary of your choice if there are several eligible), modified as normal for Armor Rating.
- ❖ An **Imperial Civilian** moves according to the Imperial Response Matrix, up to 4". It will always stop at least 1" away from base contact with a player model. At the end of the round, an Imperial Civilian within 3" and LoS of a player model rolls , inflicting that amount of damage upon your model (you may choose which, if there are several eligible), modified as normal for Armor Rating.

THE SUPPLY WAGON

The Supply Wagon is a **Strategic Objective**. Adversaries within 3" of the Supply Wagon reroll blanks for their Armor Rating. In addition, once per game, one player model that controls the Objective may draw a Treasure card.

VICTORY CONDITIONS

In addition to VPs awarded for the Strategic Objective and Quests as normal, the player gains Victory Points in the following circumstances:

- ❖ Each Adversary model destroyed: **+1 VP**
- ❖ Each Stormcloak Civilian in play at the end of the game: **+1 VP**
- ❖ Each Civilian (any type) removed from play: **-1 VP**

The game ends either: when the round limit is reached, at the end of any round in which there are no Adversaries in play, or if Ralof is removed as a Casualty. If Ralof is removed, the game is automatically lost. Otherwise, at the end of the game, your Party's result depends on the number of Victory Points scored:

GAME RESULT			
LOSE	DRAW	NARROW VICTORY	SOLID VICTORY
0-6 VP	7-9 VP	10-12 VP	13+ VP

OATHS

The player can choose to complete as many of the following Oaths as they wish during the game. Each Oath can only be completed once. If, by the end of the game, the player has not completed an Oath, they lose **1 VP** from their total.

RAIDER

Ralof will personally take the Treasure card from the Supply Wagon.

1 VP

BROTHER vs BROTHER

Ralof will remove Hadvar from play with a melee attack.

3 VP

VICTORY OR SOVNGARDE

No member of my Party will fail a Morale check.

1 VP