

# Steel and Crystal

## scenario #1: the Aidlon offensive

After 5 years of relative peace the Xytyan empire has newly started a series of offensive maneuver against the neighborhood kingdoms: the Isle of Aidlon is now menaced so you've been assigned to the defensive campaign.

Your base will be the town of Kherasa (area 1 in the map) while the Xytyan forces are known to be in the city-fortress of Hishimur (area 24), near to the southern desert.

Keep one eye to the region of Yss (area 10), ruled by the giant Worms, and to the Northern Hishimur plains (area 20), infested by the inhuman Giants of Flesh.

### Initial Forces

You start the game in the town of Kherasa (area 1) with the following forces:

2SK 3BD 1SP 1HC 1LC

Your initial treasure: 0GP.

The initial resources: 5GP.

At the game start only the area of Kherasa is controlled by your empire.

### Victory

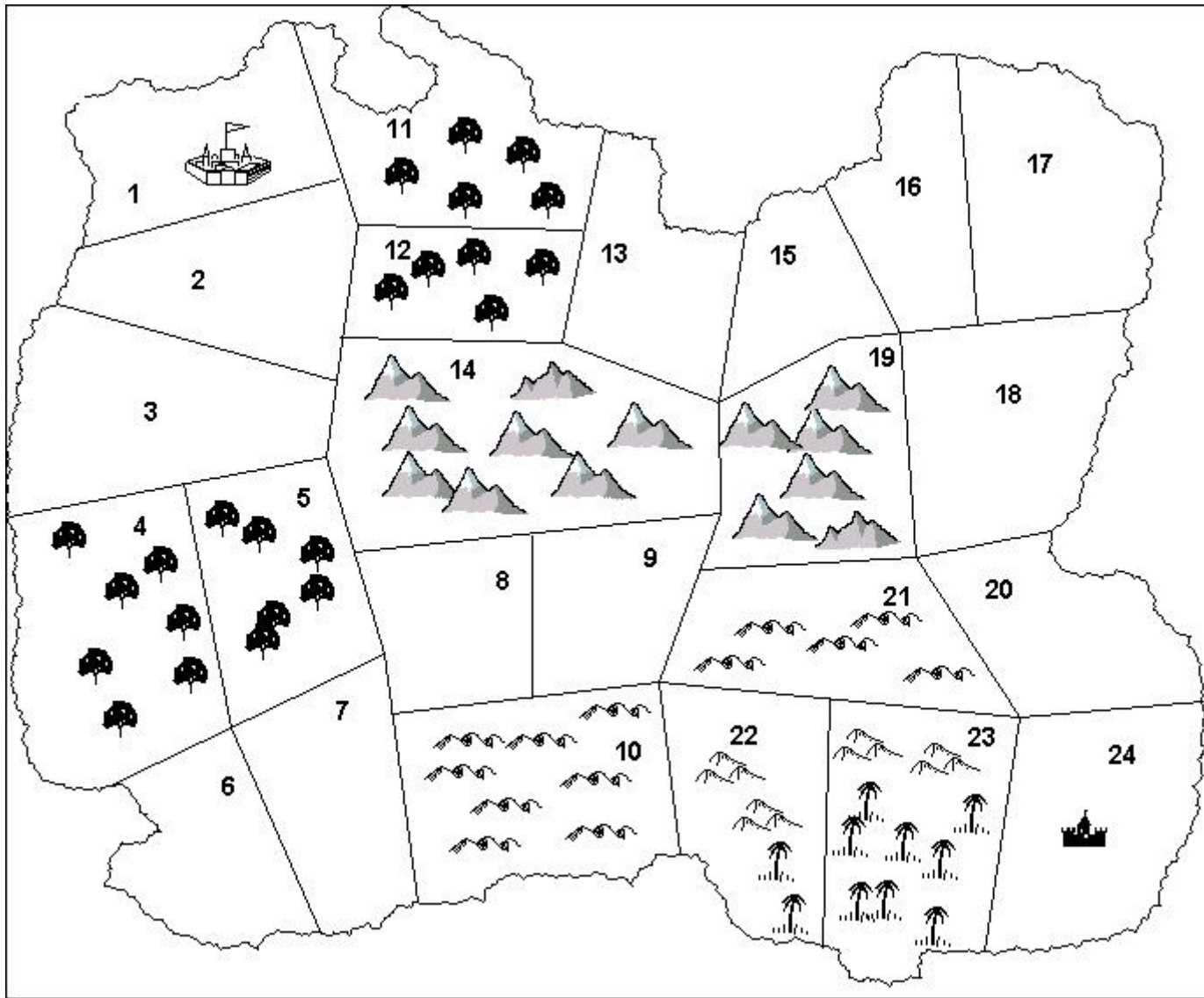
You win the game if you controls the city-fortress of Hishimur (area 24) at the end of any turn.

### [Wizard Spells]

<b>Revive</b>	roll 1D6: on a result of 1-4 one unit lost in the last battle turn is put back in the game
<b>Blast</b>	roll 1D6: on a result of 1-4 one enemy unit is removed
<b>FireBall</b>	roll 1D6: on a result of 1-2 two enemy units are removed
<b>Armor</b>	roll 1D6: on a result of 1-3 one unit has his CF doubled in the current battle round
<b>Weakness</b>	roll 1D6: on a result of 1-3 one enemy unit has his CF halved in the current battle round

### [Xytyan and mercenary wizard spell table]

DR		
1-2	<b>Revive</b>	One unit lost in the last battle turn is put back in the game
3-4	<b>Blast</b>	roll 1D6: on a result of 1-4 one enemy unit is removed
5	<b>FireBall</b>	roll 1D6: on a result of 1-2 two enemy units are removed
6	<b>Evoke</b>	roll 1D6: 1-2: no effect 3-4: 1BD is evoked 5: 1HC is evoked 6: 2SP and 1LC are evoked  Evoked units are immediately put in the battle



[Area Table]	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
	5\$ - 2SK 3BD 1SP 1HC 1LC	2\$ - 2SP	2\$ - 1HC 4LC	2\$ - 2LI 2BD	4\$ - (4MO/Orcs:4 1MO/Troll:8)	2\$ - 2CH 2LC	2\$ - 2HC 2LC	2\$ - 1SK 2LI 3SP (Wizard)	1\$ - (2SK 4LC 4CH 1HC)	1\$ - (4MO/Worms: 10)	3\$ - 2LI (2BD)	2\$ - 2LI 2BD	4\$ - 1SK 2BD 4SP 2HC 1LC	0\$ - Area is impassable	3\$ - (2SK) 3SP 1HC 2LC	2\$ - 1SK 1LI 2BD	2\$ - 2LI 1BD 1SP	1\$ - (1SK 1LI) 2SP	5\$ - 2LI 6BD	2\$ - 4LI (2MO/Giant:12)	3\$ - 2SP 2BD 2LC	1\$ - 2EL 2LC 2HC	1\$ - (1EL 4LC) 3LI 4SK	Wizard 3SK 4LI 3BD 2EL 2HC 2LC 2MO/Orcs: 4 1MO/Giant:12

**[Exploration Table]**

1d6	Result
1	The information about the area was correct: no changes.
2	The area is richer than expected: add 1GP to the Resources of the Area
3	The area is poorer than expected: add 1GP to the Resources of the Area
4	Unexpected ally: the area became part of your empire without any need of combat
5	One random defending unit deserts: do not consider this unit in the combat against the defenders
6	The defending force is stronger than expected: roll 1D6 1-2: add 1BD 3-4: add 1SP and 1SK 5: add 1HC 6: add 1SK and 1EL

**[Event Table]**

2D6*	Event
11-13	A donation of a good ally: +4 GP
14-16	Unplanned expenses: -4 GP
21-24	Unexpected enemy attack: roll 1D6 1: 3LI 2BD 2: 2SK 2LI 3: 2LC 1HC 4-5: 5MO/Orcs: 4 6: Wizard 5MO/Orcs: 4
25-26	Local guide: add 1MP to your army for this turn
31-33	Industrial growth: a region increase revenues by 1
34-36	Famine: a region decrease his revenues by 1
41-42	Epidemic: your army lose 1D3 random units.
43-44	Mercenary units join your army: roll 1D6 1: 1SK 2: 1LI 3: 1BD 4: 1SP 5: 1LC 6: 1HC
44-46	Unrest: a region doesn't produce any revenue this turn
51-53	Treason: a random region previously controlled became hostile (remove the GP and Troops)
54-56	New Ally: a random region adjacent to your realm became part of your empire (add the GP and Troops)
61-62	Bad weather: no movement in neutral/hostile territory is possible this year
63-64	Good Omens: in this turn you can benefit of 1 column shift to the right for the first 2 rounds of a battle
65	Poor Omens: in this turn you must suffer 1 column shift to left for the first 2 rounds of a battle
66	One kingdom ally to the Xytyan Empire (24): select the nearest random territory to the empire capital and mark it as controlled by this empire.

\* Roll 2 dice and read as tens and units (e.g. 5 and 3 = 53)