

Claymore 2 – Scenario 4 for Dragon Noir / Dark Blades

A Stake For Godiva

Background

In a few moments Shaman will finish his incantations. Then the pyre to which Godiva is bound will be set alight... Will Konrad and his men arrive in time to save Godiva?

Map Layout & Starting Positions



The Orcs are placed anywhere on the map. The Orc player places Godiva in the street or in one of the three courtyards. The rescuers start the game by entering through any mapedge or mapedges that the player chooses.

The Sides

The Orcs (all on foot)

 Shaman Magician	Shaman	 Black Fox Orks with armor	Black Fox Ashrak Kuruz Zorak	 Crazy Ork Orks	Crazy Ork Gromrak Grumuz Zugun	 Orks with missile weapons	Kommog Attrag Graz
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The Rescuers

 Zacharie Magician	Zacharie	 Konrad Mounted warriors	Konrad Grast Aldus Dill Santiago	 Hohmley Foot warrior	Hohmley	 Barin Dwarves	Barin Ferin
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Special Rules

- > Godiva is tied to a stake; she can neither move nor fight. It is impossible to move through her hex as long as she remains a prisoner. Only a man on foot can free her. To do this, the rescuer can neither move, nor shoot, nor fight for one complete turn. Godiva can only be freed if there is no enemy adjacent to her.
- > In order to set the pyre on fire with magic, Shaman must be on a hex adjacent to the imprisoned Godiva and remain meditating for 5 turns. During these 5 game-turns he can neither fight, nor move, nor make use of his magic powers. If his concentration is broken, he must restart from zero.
- > Shaman is immune to fireball spells; Zacharie cannot use the "Make spirits appear" spell.

Victory Conditions

If the rescuers manage to get Godiva to exit the map alive, they win. The Orcs achieve victory if the stake and Godiva burn. If neither of the preceding conditions are met, the game is a draw.