

# Timber!

(Difficulty: Simple)

*Sometimes armies in need of wood dare to enter the forest of Quitayran. Its precious wood is famous throughout all of Arklaash for the quality of the weapons and projectiles that it provides...*

## Objective:

After having cut down the trees, the players must collect as much of the precious wood as they can.

## Deployment

Picture of a table sectioned 10/35/5/10/10/5/35/10. The 35 sections are deployment zones.

## Duration: 6

The two players are both considered to be **Attackers**.

Infantry bases represent 9 Trees. 1 Tree is placed on the median line, in the center of the table. The players place the other 8 trees in turns a minimum of 10 cm from the others in the central zone of the table (10 cm to either side of the median line).

Each tree is considered to be an element of terrain and 4 SP, a RES of 8, and the abilities Inalterable and Large Size.

A "Wood" marker in the same location as its base replaces a cut down tree.

**Warning!** The rules for "Carrying" apply to the Wood markers.

**Note:** A single figure can carry up to 2 "wood" markers at the same time.

The two players are deployed in **Line of Battle** according to the rules on page 124 of the Confrontation 3 Book.

## Victory Conditions:

At the end of the game, the players count the number of "Wood" markers in their possession. Each player gains 1 VP for 3 "Wood" markers.

## Bonus:

- 10 AP per tree cut down
- 100 AP for KILLING OUTRIGHT the enemy Chief