



FANTASY COMMANDER



SOLO CHALLENGE

SINGLE-PLAYER CHALLENGE TURN ORDER

The Turn order in the challenge has the same phases as in the Fantasy Commander basic rules, with some exceptions that will be described below.

In challenge solo mode, the initiative is always with the player.



New rule: Zone of Control
The Zone of Control (ZOC) of a unit refers to six adjacent hexes around the selected unit. A unit can only move 1 hex in the enemy's Zone of Control. The unit's movement immediately ends if it enters the Zone of Control of the enemy unit. However, units can leave it without any penalties.



COMMAND PHASE

1) Generate orders according to the leadership of your units on the game map by the standard rules and add them to your order pool.

Distribute orders between your units face up.

2) Draw the tokens of the enemy's orders and randomly distribute them to the enemy units one at a time.

For the first turn Place the enemy Orders according to the Starting Deployment Map instead of random placement.



ACTION PHASE

1. The player activates their and enemy units in accordance with the colour of the received orders.

2. Each time before activating their unit, the player must draw a card from their Tactic Deck and apply the tactic indicated on it. However, no cards are played before activating the enemy unit.

3. The initiative indicator on the enemy's order tokens determines the order of activation (from the lowest to the highest value) and possible actions that the enemy unit performs. Those actions are specified in a special addendum to the Scenario.

Rules for the enemy units movement:

a) Before the movement starts, the enemy unit chooses a target hex - this is a hex from which it can attack, having crossed the smallest number of hexes.

Sometimes the action table indicates a different target hex.

b) If a unit must make a move to occupy this hex, it finds the shortest path available in order to reach the target hex. If this does not require movement, the unit remains in place.



When an enemy unit takes damage, it receives a Fatigue token to reduce damage by 1, if possible.



TURN ORDER

c) If a unit needs to move the same number of hexes to be within the attack range, it chooses a target hex from which it can attack with maximum efficiency.

d) If the unit has a ranged attack, it will move towards a hex on which the selected target is within range of this attack, applying the line of sight rules, and from which it can perform the most efficient attack this turn.

e) When choosing a target hex, the priority is as follows: To attack the closest unit.

- I. To attack the unit with the highest **Initiative** (red/purple, blue, green, and yellow orders).
- II. Attack a unit without an order and a Defense token.
- III. To attack with Support.
- IV. To attack the unit with the largest number of Fatigue tokens.
- V. To attack the unit with the smallest number of models or with the most amount of wounds.



f) Even if the unit does not have enough movement this round to reach the target hex, it still chooses its target, and moves, trying to get as close to the target hex as possible by running. After running, the unit cannot Attack, even if this action is indicated in the table.

g) If a unit makes a move using the Flight ability, it finds the shortest path, ignoring obstacles other than the last hex.

h) A unit can move by a number of hexes less than or equal to its basic movement (specified in the table of the unit's characteristics), taking into account all the modifiers. If a unit has Moves specified in its action table, but does not have an Attack action, it will still move to the target hex according to the general rules.

i) There may be cases when a unit will not be able to select a target hex. This can happen if there is not a single hex from which the unit could attack (all other hexes are occupied), or the path to them is blocked by other units, terrains, or if it takes more than two turns. If the unit is unable to select a target, it moves so as to be in contact with a friendly unit in contact with the enemy. If it is already in contact with such a unit, it spends the order to take the Rest action or declare Defense.

4. Attack rules for enemy units:

a) If the enemy unit occupies a target hex and has an Attack action indicated in the table, it performs the attack.

b) When the unit declares an attack, it does not spend Stamina to strengthen it, unless it is indicated in the action table.

They will reroll unsuccessful cubes if they have the Master of Attack property or others.

5. When the enemy units take damage, they receive a Fatigue token to reduce damage by 1, if possible.

END OF TURN PHASE

All effects that are active until the end of the turn end during this phase. The player then discards any remaining order tokens from their hand. Check if the Scenario Conditions are met.

*If all of your units
are destroyed,
the scenario is considered failed.
Try again with a different tactic.*

INVASION OF THE REDROCK CLAN



**Deployment
Zones**



Watchtower

INVASION OF THE REDROCK CLAN

The distant rumble of drums echoed across the river, a foreboding herald of the chaos to come. The Red Rock Clan – an unholy alliance of orcs, goblins, and towering ogres – had massed their forces on the far bank. As a vanguard of the Great Wolf Horde, their banners bore symbols of blood and conquest, marking them as ruthless agents of an even greater menace.

Beyond the river, the raiding parties stirred, their cruel weapons glinting in the sun. Your city stands defiant, protected by vigilant watchtowers and a line of seasoned archers. But the defenders' resolve will soon be tested. The Great Wolf Horde does not settle for mere plunder; it seeks to bring every city and stronghold under its iron rule.

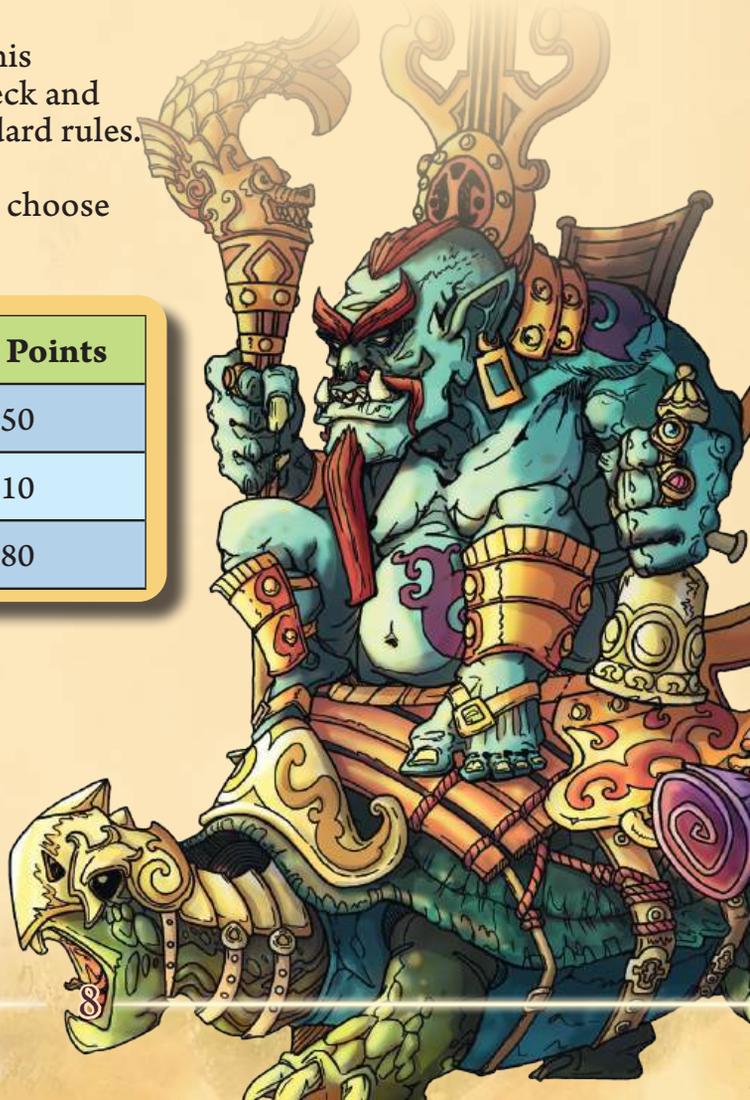
As the Red Rock Clan's war cries grow louder and their siege preparations take shape, the time has come to muster your courage and meet them in battle.

Will your defenses hold, or will your city succumb to the tide of destruction?

You can use any faction for this Scenario. Build your Tactical Deck and army roster following the standard rules.

Note that some cards may be ineffective in solo scenarios, so choose your deck wisely.

Difficulty Level	Army Points
Easy	350
Medium	310
Hard	280



TRANSCRIPTION OF ACTION TABLES

Gains - all abilities and bonuses that a unit acquires according to the action table are valid only until the end of its activation.

Attack - the unit will attack if possible from its current position according to the rules on page 15.

Movement - the unit will move into position according to the rules on page 13 unless additional objectives are specified. A Movement +1 entry means that the unit can move or run one additional hex. The unit does not move unless specified.

+X Melee attack - during this activation, the unit gains +X dice when it declares a melee attack.

+X Ranged attack - during this activation, the unit gains +X dice when it declares a ranged attack.

(3-5)↔ - the unit gains the specified range for Ranged attack until the end of activation.

Ignores the Line of Sight - the unit can declare ranged attacks without the Line of Sight.



ORDERS SET:



VICTORY CONDITION:
Destroy all enemy units.



DEFEAT CONDITION:
If the TAIGEN THE GREEDY enters your central Town, you lose the scenario.



TAIGEN THE GREEDY, DAIMYŌ OF TEN THOUSAND BLADES

HERO

Contrblow. Brave. Dominance.

Can cross the River.

Moves towards the Town
during activation.

2	3	4	5	2

★ 1-2	Movement. Each unit within 2 loses a fatigue token.
3-4	Movement. All Orc Samurai Warriors move 1 hex towards Daimyō.
5	Movement. Each unit of Dai-Bakemonos Warriors declare a melee attack if possible.
6	Movement. All Ashigaru Archer Goblins declare a Ranged Attack, ignoring the Line of Sight.



Only infantry units may enter this hex. A unit in this hex has **Brave, Armor** +1 Range and +1 Range attack. May declare a Range Attack in contact with an enemy.



ORC SAMURAI WARRIORS INFANTRY

Brave. Armour.

When attacked, may gain an unlimited number of fatigue tokens if it saves the Unit from being eliminated.

3	2	2	4	1-2

★ 1-2	Movement. Attack. If not attacked, receives a Defense Token.
3-4	Movement. Attack. Gains a Fatigue token to gain +1 to Attack.
5-6	Movement. Attack. Move 1 hex towards Daimyō.



ASHIGARU ARCHER GOBLINS INFANTRY

Shooting (2-3)↔.
Quick Shooter.

1	1	2	1	5	1-2

★ 1-2	Movement. Attack.
3-4	Movement. Attack. Restores 1 miniature.
5-6	Movement. Attack. Ignores the Line of Sight.



DAI-BAKEMONOS WARRIORS MONSTROUS

Quick Shooter.
Brave. Defender.
Shooting (2-2)↔.

When attacked, may gain an unlimited number of fatigue tokens if it saves the Unit from being eliminated.

5	2	1	3	3	1-2

★ 1-2	Movement. If they started the move in context with the River, they can cross it. Attack. Gains Dominance .
3-4	Movement. Attack. After a Melee attack, can declare a Range attack, even when in contact with an opponent.
5-6	Movement. Attack. Loses all fatigue tokens.





The distant rumble of drums echoed across the river, a foreboding herald of the chaos to come. The Red Rock Clan – an unholy alliance of orcs, goblins, and towering ogres – had massed their forces on the far bank. As a vanguard of the Great Wolf Horde, their banners bore symbols of blood and conquest, marking them as ruthless agents of an even greater menace.

Beyond the river, the raiding parties stirred, their cruel weapons glinting in the sun. Your city stands defiant, protected by vigilant watchtowers and a line of seasoned archers. But the defenders' resolve will soon be tested. The Great Wolf Horde does not settle for mere plunder; it seeks to bring every city and stronghold under its iron rule.

As the Red Rock Clan's war cries grow louder and their siege preparations take shape, the time has come to muster your courage and meet them in battle. Will your defenses hold, or will your city succumb to the tide of destruction?



Legends of Signum®