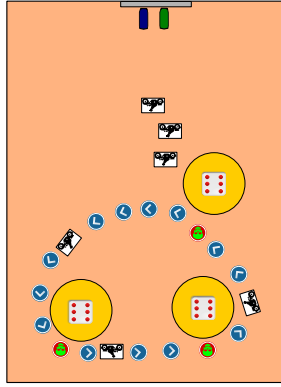


### Rescue of Clearwater Hollow

**Setup:** Play area shown is 40" x 55".  
 but any medium-sized table can work.  
 Three 9" paper plates are arranged as  
 shown, with a die on each one. One  
 skull token is placed next to each plate,  
 and a "path of destruction" laid out  
 connecting them.  
 Three members of The Plague are on the  
 path, with two more crossing the town  
 closer to the southern end. The knights  
 enter the town through the (blasted  
 down) south gate, which can be  
 indicated with a strip of masking tape.  
 All table edges except for the road are  
 the town's stone walls.  
 (Note: all tokens except racers and  
 plates enlarged for clarity.)



**Play:** The bikers (Horde average  $V=2$ ) follow their Path of Destruction, which goes around and between the town's food stores (the paper plates are line-of-sight-blocking quonset huts with food stored in them; the dice on the huts show the amount of food in each one, and are set to 6 at the start of the scenario). Each time a biker touches a skull token, the biker passes the door of that hut and tosses a stink bomb into it, spoiling a pallet of food -- turn the die on top of that plate down by 1. If the total number of pallets of food drops below 10, the town won't have enough food for the winter. The knights arrive on the scene at the southern gate into town at  $V=1$ . Their goal is to run the Plague off while the town still has enough food to make it through the winter.

**Glory:** If the knights win (that is, all the bikers are wrecked or chased away), they are each awarded 3 Glory (the lowest award for winning). One Glory is won for wrecking a biker; one lost for being wrecked. One Glory is awarded to each knight for every pallet of food over 10 left at the end of the scenario; one Glory is lost for each pallet under 10. No Glory is awarded if the knights lose.

**Optional:** It's a trap! At the start of the second round, 3 more bikers appear at the south gate.

