# Skirmish 1

Druj in Zenith

You are hunting for Imperial troops alongside the Tortured Souls that your ghulai wizards have created

Inflict pain and suffering on the enemy, unleash the Tortured Souls against them to sow misery

START above Mid Gate, aim to fight around Mid Gate

Tortured Souls – as per brief a bunch of magically twisted humans made to despise and hate the world

* Bells are unpleasant to you
* Shrink and recoil a little
* Make it feel like they are not easy to approach
* But they do not offer total protection

NAMED Tortured Soul - Benedictian of the Children of The Elms, an Highguard Exarch – you are more powerful than the others

* You were once a great military leader
* Need to look and act the part
* Rank 5 Exorcism needed to destroy you but…
	+ They must try and reckon with you and have you recall your lost humanity
	+ Let this play out as best you can
	+ You want to attack, but their words might slowly reach your heart
	+ Over time you can become calmer and more placid
	+ Ultimately you can call out “Kill me now!” or similar to indicate they can exorcise you

# Skirmish 2

Druj in Zenith

You are hunting for Imperial troops alongside the Tortured Souls that your ghulai wizards have created

Inflict pain and suffering on the enemy, unleash the Tortured Souls against them to sow misery

START up in Shotgun, move towards Mid Gate

Move down to area between the Fort and Midgate

Tortured Souls – as per brief a bunch of magically twisted humans made to despise and hate the world

* Bells are unpleasant to you
* Shrink and recoil a little
* Make it feel like they are not easy to approach
* But they do not offer total protection

NAMED Tortured Soul -  Yoland of Heavenwatch Spire, an Urizeni Seer – you are more powerful than the others

* You were once a great military leader
* Need to look and act the part
* Rank 5 Exorcism needed to destroy you but…
	+ They must try and reckon with you and have you recall your lost humanity
	+ Let this play out as best you can
	+ You want to attack, but their words might slowly reach your heart
	+ Over time you can become calmer and more placid
	+ Ultimately you can call out “Kill me now!” or similar to indicate they can exorcise you

# Skirmish 3

Lasambrian Jotun in Kahraman, Brass Coast

Raiding resources as their armies sweep in

Need a fast-moving enemy to force the players to try and pin you down

Feint and retreat, regroup, strike again

BREAK at ~20 left and flee in disarray, you will cut your losses, head for TOP GATE

**One orc has a box with lots of loot in it**

# Skirmish 4

Jotun in Kallavesa

Tracking Imperial military forces who they saw crossing back from their lands into the Empire

START AT TOP GATE

Exploring the area, cautious at first to size up the enemy, then prepare to fight as the Jotun do

FIGHTING IN TOP/MID FIELD

BREAK at ~5 and those last few need to try and get away! Head up to MONSTER GATE, go through, put hands in the air

# Skirmish 5

Jotun in Bregasland

You are out on patrol around the local farms that you have subjugated

Not really keen on an engagement, the marsh land here is horrid

START at Dawn Gate and head up the field away from Anvil

Fall back until you are in the field next to the copse

LAST STAND against any Imperial forces, take as many down as you can

# Skirmish 6

Jotun in Sermersuaq

You are a guard force, just heading to settle down for the night

You are relaxed, calm and not worried about a war that is hundreds of miles away

START near Mid Field, heading for Monster Gate

Rush up and form up on the field facing the copse/players

You have no idea where the Empire has come from, this is a big surprise

Aim to drive the players back in the direction of the Sentinel Gate – DO NOT FORCE THEM BACK THROUGH

Want to drive them off, rather than risk your lives murdering them all