

# A Chance Encounter

Troll #54 - Fantasy Flight web release

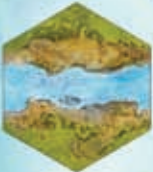
1373

X 2



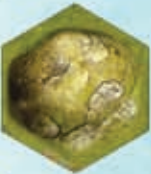
X 1

X 5



X 4

X 11



X 9





## Historical Notes

I was on water detail that morning. My unit and some lads with crossbows had just made it to the stream when we saw the Beast. It was moving about near an old wooden bridge and did not seem to see us in the morning mist. The crossbows sent a volley in its direction. Some bolts must have found their mark, for the Beast let loose a cry that woke the entire valley. It turned around, saw us and started to charge forward. The lads and I took a step back, and as we did both sides of the stream seem to come alive. English troops came from the hills to our front and coming up to our aid from behind were our archers and other Dwarven troops. The crossbows sent another volley toward the beast, but it kept coming.

I cannot say for sure if the Troll was allied with the English at that time, but during the skirmish it seemed to delight in tearing into units that carried the Fleur-de-lys Standard.



**John of Gaunt**  
Duke of Lancaster

Victory Conditions

X 5

4

WAR COUNCIL Level 3

Level 2



**Olivier de Clisson**  
The Butcher

Victory Conditions

X 5

4

WAR COUNCIL Level 3

Level 2

### Briefing

The stream is only passable at the bridge and fords.



# Ambush

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- X 3 
- X 1  X 1
- X 1  X 1
- X 1  X 1
- X 5  X 5
- X 5  X 5
- X 11  X 11
- X 8  X 8





## Historical Notes

### Ambush

The Troll boldly stood there watching us deploy into line of battle. Almost daring us to try and cross his bridge. When the order was given to advance, take the bridge and defeat the Beast, we Dwarfs, of course, were to lead.

As we slowly moved forward, Goblins attacked our right and the woods to our left came alive and showered our troops on the hills with arrows. We had walked into a Bloody Ambush. Couldn't 'The Butcher' see we needed to pull back, but for some reason our advance continued. I do remember making it to the stream and then something hit me and I went down. That night, the fire was warm and the camp very quiet.



**John of Gaunt**  
Duke of Lancaster

1

Victory Conditions

X 3+

6

WAR COUNCIL Level 5

Level 2



**Olivier de Clisson**  
The Butcher

Victory Conditions

X 3+

6

WAR COUNCIL Level 5

Level 2

### Briefing

The stream is only passable at the bridge and fords. The fords are shallow and do not stop a unit's movement.

### Conditions of Victory

The French gain one Victory Banner if a French unit occupies the bridge at the start of the French player's turn. Remove the Blazon token from the bridge and place it on the

French Victory Track. The adventure will end immediately, with a French victory, if the Troll is defeated.