

# Scenario 010 - Ambush

By Andrew "Boss Orc",  
as appeared in Archive Pestilens,  
Transcribed by Peter Ward.  
Edited by The Mordheimer.

Some more devious gangs use the element of surprise as a safer alternative to a drawn out battle of attrition. These gangs are often smaller than their rivals and use the surprise to their advantage.

## **Terrain**

Take turns to place a major piece of scenery each until you are both satisfied with the terrain.

## **Setup**

The defender (ambushed) deploys his entire warband within a 1' square area in the centre of the table; the attacker (ambusher) deploys his warband anywhere else on the table, but no closer than 10" to the defenders deployment zone.

## **Special Rules**

None.

## **Starting the Game**

Each player rolls a D6, the highest scorer goes first.

## **Ending the Game**

The battle ends when either player loses half their models, the other player is the winner.

## **Experience**

+1 Survives: If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action. A Hero earns +1 Experience for each enemy he puts Out Of Action.