Scenario 089 - Ambush!

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The defending warband has recently discovered a rich deposit of wyrdstone. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x4' (in multiplayer 6').

Warbands
The warband with the lowest number of warriors in it is automatically the defender. If both sides are equal, roll to decide. The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish.

The defending warband has to roll to see which warband members will be close to the centre building. Determine the order in which you will roll for all heroes and henchmen groups (!). On a 4+ they will be present. If you do not have any "present" rolls when you reach the last 3 models, those automatically will be the present characters. Any warband member present already nullifies being automatically present. In a multiplayer game, all the models in the defending warband must be set up within 6" of the centre of the board. The attacking warbands are then set up as normal.

Special Rules
Carrying Wyrdstone: Two of the defending warband's Heroes carries 1D3 pieces of Wyrdstone each (in multiplayer every extra opponent gives another defending hero 1D3 pieces of Wyrdstone; i.e. 3 opponents 4 heroes with Wyrdstone.) If a Hero carrying Wyrdstone is taken Out Of Action, place a number of counters, equal to the amount of Wyrdstone he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up these Wyrdstone shards, the character cannot move further that turn.

Starting the Game
Defending player has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game
Do not roll for Rout tests during this game. Instead, the game will last 10 turns or until all the Wyrdstone shards have been carried off the board, whichever comes first. The warband that gets the most Wyrdstone shards off the table (or held by one of its Heroes when the game ends) is considered the winner.

Experience
+1 Survives: If a Hero or 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: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+1 Per Wyrdstone Counters: If a Hero is carrying Wyrdstone at the end of the battle he receives +1 Experience.