

Scenario 012 - Breakthrough

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as appeared in Archive Pestilens,
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Your warband is peacefully making their way through the city to a Wyrdstone deposit when they are set upon by a rival warband. They have no choice but to fight their way through them to get to the Wyrdstone.

Terrain

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

Setup

Each player rolls a D6 and the highest scorer may choose a table edge and deploy all his models within 8" of it. The defender deploys his warriors within 8" of any table edge.

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.