

Scenario 129 - Death in the Mists

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as appeared in TC 15.
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Deep into the island the warband ventures warily but soon becomes enveloped in a thick fog. Banding together, movement can be seen beyond the circle of comrades and it is soon apparent that the warband has been trapped in an ambush...

Terrain

Each player takes it in turn to place a piece of terrain, either a crag, trees, hovel, wooden huts, fenland etc. The middle of the table should be left clear except for a large rock or crag. The terrain should be set up in an area roughly 4'x 4'.

Setup

The player with the largest warband is the defender. They must deploy within 6" of the rocks in the centre of the board. The attacker places his warband anywhere on the board as long as they are no closer than 12" to a defending model. The invading warbands set-up their entire warband wherever the referee places them, subject to the scattered placement of the sewer grates. The referee should take care that warbands start no closer than 12" of each other. Remember Albion's Ogham Stones special rules.

Special Rules

Dense Fog: The battlefield is completely enshrouded by a massively dense fog. This reduces visibility to 2D6" which will affect charges, shooting, magic etc. At the start of each turn roll a D6 for each warrior for the warband whose turn it is. On a roll of 1 they become 'lost in the fog' and wander D6" in a random direction determined by a scatter dice instead of moving normally this turn.

Starting the Game

The attacking player automatically goes first.

Ending the Game

The game ends when one warband fails its Rout test.

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 extra Experience.

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