

Scenario 052 – Decompose

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as appeared in
Pancreas Boy's Wyrdstone Shards
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The warbands have not only stumbled into each other, but have met in a region where a bloody massacre has happened in the last few days. The area stinks of rotting bodies and is filled with disgusting, wriggling maggots. Undeterred but feeling sick to the gut, the warbands approach.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

The Terror: The creepy feeling of walking on a sea of dead bodies and those feeding off them will put even the most head strong warrior at ill ease. All warriors are at -1 for shooting and for any psychology tests, excluding anyone Immune to Psychology.

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

The game ends when one warband fails a Rout test. The routing warband loses.

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.