

# Scenario 057 – Gargoyle Gamble

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as appeared in  
Pancreas Boy's Wyrldstone Shards  
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A crazed beggar has been blurting out that gargoyles have been talking to him in what is left of the rich quarters. He believes one particular gargoyle told him that if he could bring him some Wyrldstone he would help him out with his problems. You quickly decide to help the beggar right her and now and lock him in an unused cell and seek this gargoyle yourself.

## Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4' with a gargoyle in the centre.

## Setup

Each player rolls a dice. Whoever rolls highest chooses who sets up first. Both warbands start opposite each other.

## Special Rules

It's Alive!: There are D3+1 Wyrldstones on the board, 10" away from the table edge and 6" away from each other and from the gargoyle. Place them as in the "Wyrldstone Hunt". On returning them to the golem they melt into its form and disappear. The gargoyle then comes alive and you will need to see if it is under your control. Roll under your leadership on 2D6. Each Wyrldstone placed into the gargoyle, by the figure trying to control it, adds +1 to their leadership roll. If controlled the gargoyle fights with you, if not it immediately charges you. Anyone with Wyrldstones can attempt to control the gargoyle by being in base contact with it and by transferring the stones into the gargoyle. Each Wyrldstone will modify the roll as above. Wyrldstones are dropped if you are knocked down or out of action. All Wyrldstones are taken by the gargoyle at the end of the game unless you're the winner.

## Gargoyle

M	WS	BS	S	T	W	I	A	Ld	Sv
6	3	-	4	4	3	2	3	3	5+

**Weapons/Armor:** A Mercenary Captain may be equipped with weapons and armor chosen from the Mercenary Equipment list.

## Special Rules:

- *Fly*: The gargoyle can fly as if it has the Lesser Spell, *Flight of Zimmerman*, without the need to roll vs. the spells difficulty.

## 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.