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Pancreas Boy's Wyrdstone Shards

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Scenario 059 – Gauntlet Run

A notorious, retired warband chief has bought together the warbands, for his regular Gauntlet Run. If a warband member can reach the centre of the obstacle course then not only does the chief look upon the warband with great admiration but he may also bestow some of his wealth on them.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'. Leave an empty square area of around 12" in the centre of the board; this is a pit. In the centre of the pit place a 1"x1" square block, then place walkways leading away from the block to the outer edges of the pit. Along each walkway place 6 tokens.

Setup

All warband members will deploy along an edge of the empty area. Players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

Gauntlet Run: The aim of the Gauntlet Run is to reach the centre block by way of the walkways (no flying, etc.) First model there wins.

Contestants: Any number of figures may attempt the Gauntlet Run, but no fighting may occur unless figures of different warbands arrive on the block in the same turn.

Unsuspected Events: Problem is there are obstacles to avoid along the way. When attempting to move over a token the warrior must roll on the obstacle chart below. If you pass the obstacle test then you may move past the token. Any results of Knocked Down or Stunned from the chart will result in the warrior having to make an I test or fall off the walkway into the pit.

1. *Fire* – roll under your toughness on a D6, if failed you take D3 S2 hits
2. *Tar* – roll under your strength on a D6, if failed you remain where you are
3. *Boulder* – roll under your initiative on a D6 or be auto hit by a swinging boulder at S5
4. *Scythe* - roll under your initiative on a D6 or be auto hit by a swinging scythe at S4 (no armor saves)
5. *Greasy Pole* - roll under your initiative on a D6 or fall into the pit
6. *Magic* - roll under your leadership on a 2D6 or run back the way you came 2xD6" (ignoring tokens)

The Pit: Moving or falling into the pit causes the figure to be automatically taken Out Of Action, but does not have to roll for injuries after the game.

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.

The Purse

The winner receives 4D6 gc and D3 Wyrdstone shards from the retired warband chief.