

# **Jungle Skirmish: The Fog of War**

## **2-4 players**

Early risers in Lustria are greeted by rolling mists that cut visibility to almost nothing. Few are the men that willingly venture out into the mists. It is way to become lost and disorientated when each way you look is a sea of white. It is the dread fear of any treasure hunter to run across a rival warband in the mists, to not know exactly who it is you are fighting until it is too late...

This game may be played by 2-4 players

## **Set-up**

Each player rolls a D6. Whoever rolls the highest chooses which table edge to set up on, placing all his warriors within 8" of the table edge. His opponent then sets up on the opposite side as normal.

## **Terrain**

Each of the players take turns placing pieces of terrain. They may place either jungle trees, ruins or other similar item. We suggest that the terrain be set up within an area roughly 4'x4'.

## **Starting the Game**

Both players roll a D6, the highest goes first, second highest goes second, etc.

## **Special Rules**

There is a light fog covering the whole table. To represent this, warbands have a —1 M and —4" to their missile weapon range. This would make a long bow maximum range 26" rather than it's normal 30". The skill "Leadership" is reduced to half range, i.e. anyone wanting to use the LD value of the hero with Leadership must be within 3" of the model.

## **Ending the Game**

The game will end when there is only one warband remaining unbroken on the table. This warband is the winner.

## **Experience**

+1 Survives. If a Hero or a henchman group survives the battle, they gain +1 experience.

+1 winning Leader & Heroes. The Leader and Heroes 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.

