

# Scenario 064 – Lord Of The Slings

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as appeared in  
Pancreas Boy's Wyrdstone Shards

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You have been tracking an unsuspecting warband for the last hour from across the River Stir. When you notice a wet piece of leather caught on a snag in the water. It looks almost like... it can't be.. it is. It's the fabled magic sling, not only can it turn you invisible but it comes with an awesome punch. Now if only you can get it without the others noticing, but I don't think you're that lucky.

## **Terrain**

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a river through the center of the battlefield, with the sling in the center of the river.

## **Setup**

All players roll a D6. Whoever rolls highest chooses who sets up first. Each warband sets up within 8" of the river on an opposite side to each other.

## **Special Rules**

The One Sling to Rule Them All: This unique item has great magical powers and enables the user to become invisible when picked up. Therefore the user cannot be attacked in any way and will only be revealed if the user does anything but fire the Sling or move. Made by the Dark Halfling himself the sling will try to escape from the user in order to just be annoying. When firing the sling on a roll of 1 to hit, the firer becomes revealed and cannot become invisible again until his next turn. The sling also has been made from well-crafted rhino skin and packs a whopping punch; the Sling has strength of 5 and follows all other rules as a normal sling. Only heroes may use the sling. After the game ends any hero who is using the Sling will automatically gain +2 Insanity points due to the effects of the One Sling. The Sling also slips from the users hands and becomes lost again until next it is found. This part of the River Stir is quite tame and low, and will halve any models movement.

## **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.

+2 For Finding the One Sling: Any hero that takes the Sling first receives +2 Experience.