

# Scenario 075 – Unawares

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as appeared in  
Pancreas Boy's Wyrdstone  
Shards  
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The warbands have camped too close to each other, unaware that they have done so. It's not until the alarm is raised that trouble will stir.

## **Terrain**

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

## **Set-Up**

All warband members will deploy 16" from the centre of the board on their table side. No figures should be in LOS of other enemy warband members, unless they're behind cover. Players roll a D6 and whoever rolls highest chooses who sets up first.

## **Special Rules**

Calling The Alarm: All the warband members are taking it easy and are either sleeping or busy sharpening their weapons or having a yarn. To represent this all figures are considered Knocked Down. Only one member is on patrol and is deployed exactly 16" away from the centre of the and also out of Line Of Sight (LOS) of enemy figures. That figure will raise the alarm as soon as he has LOS to another enemy warband member. After that point all figures can move, following the rules from recovering from being Knocked Down.

## **Starting the Game**

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

## **Ending the Game**

The game ends if a 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.