

## Warbands

As well as their Warband, each player will need to provide three Objective markers. Ideally around 30mm across, these can be made from whatever you like. They will be needed for several of the Missions used in this Scenario.

## Missions

Each player takes it in turns to roll on the Missions Chart. Each Mission has a Victory Point (VP) value; once a player has Missions totalling MORE THAN 6 Victory Points (VPs), they stop rolling. Note that a player might have a higher total, say if they had rolled two 4 Victory Point Missions, or if they rolled a 4 VP mission, then a 1 VP mission, then a 3 VP mission, for example. Missions that have variable VPs count as the lowest possible VP available (ie a 1 VP per Objective secured mission would be a 1 VP Mission for this selection process.)

During the End Phase of Turn 3, and during the End Phase of each subsequent Turn, each player should check to see if they have fulfilled any or all of their Missions. Any that are fulfilled give the player Victory Points (the number of VPs depends on the Mission).

Note; if the game doesn't end, it's possible for some Missions you'd fulfilled in earlier Turns to become unfulfilled! So recheck all Missions at the end of each Turn; you lose the VPs for any Mission that becomes unfulfilled...

Always check Mission fulfilment, even if the game will end anyway, due to Routing or the total destruction of the opposing Warband!

If any player has earned 4 or more VPs, then they count as **SUCCESSFUL**, and the game ends. Note; it is possible for more than one player to be Successful!

If the players have equal numbers of Victory Points when the game ends, it is a **DRAW**.

If one player has a higher number of Victory Points when the game ends, they are **VICTORIOUS**.

A Warband that scored 2 or less VPs when the game ends counts as **UNSUCCESSFUL**.

## Starting the Game

All players rolls their Leader's Fortitude; the highest roll wins. Re-roll ties.

## Experience

Any Unsuccessful Warbands may give +1 Exp to one Warband member, even one that went Out of Action.

All Surviving members of any Successful Warband gain +1 Exp.

Any Warband that gains 6 or more VPs may give an extra +1 Exp to any three Warband members, even those that went Out of Action.

## Money

All Warbands gain 2d8 pennies for every VP they scored, as a reward from their patron.

## Roll d100

01-03 Deliver the Message. Sometimes a vital message must get through... Choose one model to carry the message. That model must leave the table via your opponent's table corner. The model may not return to the table, but is treated as on the table for Rout tests, and counts as Surviving at the end of the game. 1 VP.

04-06 Secure. A strong point needs to be taken and held... occupy the largest piece of terrain on the table, by having a model in Base Contact with it, with no enemy models within 1" of the terrain piece. 2 VPs.

07-09 Assassinate. Cut off the head, and the body will die... the enemy's Leader must be taken Out of Action by your Warband. 2 VPs.

10-12 Invade. Hit the enemy on their home turf... have 3 or more of your models within 6" of your opponent's table corner. 3 VPs.

13-14 Devastate. Crush your foes... At least four of the enemy must be taken Out of Action by your Warband. If the enemy warband has less than 4 models, take them all Out of Action. 4 VPs.

15-17 Deny. Take control of the enemy's resources... occupy two enemy Objectives, by having a model in Base Contact with them, with no enemy models within 1" of the Objectives. 3 VPs.

18-19 Purge. Burn the witch! For every enemy magic user taken Out of Action, gain 1 VP.

20-22 Bring Down the Beast. Slay the giant... take Out of Action the enemy model with the largest base size. Where there are more than one model with that base size, you achieve this Mission if you take Out of Action the one with the highest Tough Skill (including any Tough from Armour), or if there are more with the same Tough, any one of them. 2 VPs.

23-25 Scavenger Run. Finders keepers, losers weepers... perform a Search action on one or more Terrain piece, with a Target of 7; for every Terrain piece successfully Searched, you gain 1 VP. Note; each Terrain piece can only be successfully Searched once.

26-28 Defend. Hold your ground, protect your assets... you achieve this Mission if have a model in Base Contact with your Objective, and there are no enemy models within 3". 1 VP per Objective held.

29-31 Strike Unseen. A blade in the dark... you achieve this Mission if you manage to successfully perform an Attack Ambush Action (NOT a Ranged Ambush Action). For every successful Attack Ambush Action your Warband carries out, gain 1 VP.

32-34 Conserve. Never leave a beast behind... you achieve this Mission if none of your models are taken Out of Action. 3 VPs.

35-37 Push Through. Through the mud and the blood, to the green fields beyond... you achieve this Mission if 3 or more of your models leave the table via your opponent's table corner. The models may not return to the table, but are treated as on the table for Rout tests, and count as Surviving at the end of the game. 3 VPs.

38-39 Break Them. Crush the enemy's spirit, make them scurry for their holes... win the game by Routing the opposing Warband. 3 VPs.

40-42 Attrition. Welcome to the meat-grinder... you achieve this Mission if your warband suffers fewer models Out of Action than the opposing warband. 2 VPs.

42-44 Isolate. Separate the enemy from their assets... you achieve this Mission if there is an enemy Objective at least 8" away from any enemy models, and with one or more of your models closer than 8". 1 VP per Objective isolated.

45-47 Loot. You can't take it with you... to achieve this Mission, you must have a model in base contact with an enemy who goes Out of Action, and spend the next Turn stationary, performing a Search Action. The Search action succeeds automatically (as you rifle through the pockets of the fallen...) Each enemy can only be Looted once. For every enemy model successfully looted in this way, you gain 2 VPs (and d6 pennies!).

48-50 Showdown. This time it's personal... you achieve this Mission if your Leader makes a successful Attack Action against the enemy warband's Leader. 1 VP.

In addition, if your Leader is in Base Contact with the enemy Leader and takes them Out of Action, the Mission is worth 3 VPs instead of 1.

51-53 Escort. Get them safe home... You're responsible for the safety of an important traveller; use a spare model to represent the traveller. They start in Base Contact with your Leader, and Activate just like any other model. However, they can only perform a single Move (M: d8) when they Activate, and may not perform any of the usual Actions. You must move them off the table via your opponent's table corner. They may not be targeted by any enemy, but will be considered to have been killed if they are not within 4" of one of your Warband members at the end of any Turn. 4 VPs.

54-56 Reclaim. The enemy have taken something of yours... take it back!

(Note; Objectives are not normally moved, this Mission is an exception!)

You must reach one of the enemy's Objectives, and drag it off the table at your corner. Dragging the Objective will slow the character holding it; all Movement is treated as Difficult, and Nimbleness Roll-Offs are at a -1 penalty, however, the character may Sprint. The character dragging the Objective may stop doing so at any time. The model that drags the Objective off the table counts as Surviving at the end of the game. As the Objective is large and heavy, Spells such as The Gate or Transpose will not affect it; the dragging models will be moved but the Objective will remain in place. 4VPs.

57-59 Rescue. One of your heroes has been captured... get them back!

Choose one of your characters; they start the game off the table. They are being held in whatever Terrain piece is nearest your opponent's table corner. You must get a character into Base Contact with the Terrain piece, and spend one Turn performing a 'Rescue' Action (remain stationery, and do nothing! You can defend yourself if attacked, though). Then place your captured miniature in Base Contact at the start of the next Turn; they can Act normally. 2 VPs.

60-62 Destroy. Smash up the enemy's stuff!

Reach Base Contact with the enemy's Objectives and make an Attack Action against them; it will hit automatically (ie the Objective won't roll Block dice!). Objectives count as having Tough (7) but a single Wound will destroy them. Each Turn spent adds +2 to the Strike Roll. 1 VP for one Objective destroyed, 3 VPs if you destroy 2. In multi-player games, you get an extra VP for every extra Objective you destroy.

63-65 Locate. A secret message has been placed on the battlefield... The message is Hidden in the enemy Objective nearest the enemy's table corner. Any of your characters may search for the message, by the usual method of being in Base Contact with the Objective, and performing a Search action.

The message is Well hidden, requiring an Awareness Roll-off against a Target of 7. As soon as a character succeeds at the Search Roll-off, the message is discovered; the character must take the message off table via their table corner. 4VPs.

66-68 Mark. You're scouting the area; place scent marks on any important discoveries....

Reach Base Contact with the enemy's Objectives and spend one Turn performing a 'Mark' Action (remain stationery, and do nothing! You can defend yourself if attacked, though) 1 VP per Objective marked.

69-71 Test a Spell. You've been given a new spell to try out... test it on the battlefield, then report back! The Spell has a range of 6 inches, and a Casting Target of 3.

Roll a d6 to see what happens:

1 – Feedback! The spell causes magical burns; the caster suffers 3 Wounds.

2 – Gravity Increase! The spell's target treats all Movement as Difficult for the rest of the Turn and next Turn, and may not fly.

3 – Fire! The spell's target bursts into flames... briefly. They must miss their next Action, as they beat out the flames.

4 – Clang! Any Armour the target is wearing becomes magnetic... any Strike or Shoot Actions directed at them for the rest of the Turn are at +3.

5 – Explosion! The spell causes a huge blast; any model within 6" of the target (so yes, even the caster!) suffers d8 Wounds, not reduced by Armour.

6 – Petrification! The target of the spell turns to stone... they count as Out of Action; remove them from the table. After the game, they will recover, and do need to roll for Permanent Injury.

(note – each time you cast the spell, roll again to see what happens.)

Once you have cast the spell, this Mission is fulfilled. 1 VP.

72-74 Bounty Hunt. There's a price on their head; collect it!

The enemy's Second is a Wanted beast, and cannot be killed, but must be taken alive. They cannot be Shot, or Wounded by Spells; all Attacks against them must be non-lethal, and count as Unarmed. If you manage to take them Out of Action, the mission is fulfilled. 2 VPs.

75-77 Test some Armour You've been given a new piece of armour to try out... test it on the battlefield, then report back!

The experimental armour is worn in addition to any other Armour the character has, and provides no Tough bonuses. To test it, you must suffer at least one Wound! Roll a d6 to see what happens:

1 – Worse than useless. The Armour causes you to suffer 3 extra Wounds, not reduced by Armour or Skills.

2 – Shatter! The Armour breaks into shards; you take two additional Wounds, and so does any model within 2" (not reduced by Armour or Skills).

3 – Crack! The Armour fails, and tangles you up – you may not Move for the rest of the Turn.

4 – Sparks! There's a shower of sparks, and all characters within 2" are stunned, and may not roll Block or Nimbleness dice for the rest of the Turn.

5 – Super-tough. The armour works brilliantly; ignore the Wounds you suffered during this attack.

6 – Boing! The armour rebounds the damage caused; ignore the Wounds you suffered during this Attack, and instead they are inflicted upon the enemy that caused them.

(note – each time you suffer Wounds while wearing the experimental armour, roll again to see what happens.)

Once you have taken one or more Wounds, this Mission is fulfilled. 1 VP.

78-80 Test a Weapon. You've been given a new weapon to try out... test it on the battlefield, then report back!

Make an Attack Action using the experimental weapon. If you cause 1 or more Wounds, roll a d6 to see what else happens:

1 – Flop. The weapon bends like rubber. The Wounds caused don't count!

2 – Shatter! The weapon breaks into shards; the target takes two additional Wounds, and so does your character (not reduced by Armour or Skills).

3 – Sharper than a razor. The weapon slices straight through Armour; if any Wounds were reduced by Armour, add them back on!

4 – Bang! The weapon gives off a massively loud noise on impact; both characters are stunned, and may not roll Block or Nimbleness dice for the rest of the Turn.

5 – Vampire blade. The weapon sucks blood from the wound; the target suffers an extra d6 Wounds, not reduced by Armour or Skills.

6 – Devastator! The weapon causes an immediate Permanent Injury upon the target!

(note – each time you choose to use this weapon, roll again to see what happens.)

Once you have made an Attack Action, this Mission is fulfilled. 1 VP.

81-83 Survey. Map the battlefield... Your characters must reach each table corner; once your characters have touched each table corner, the Mission is fulfilled. Note; this does not need to be the same character. 3 VPs.  
84-86 Capture. Take control of the battlefield... Occupy 3 or more pieces of terrain on the table, by having a model in base contact with it, with no enemy models within 1" of the terrain piece. 2 VPs.

87-89 Perform the Ritual (Blessing). Receive the blessing of the Great Mother... Place some kind of ritual marker near the centre of the table; something like a standing stone, statue, or altar, on a 50mm base or similar. (Use whatever you have, really!)

Your models may use this Action for the duration of the game:

Bless – The model may make one Move, which must end in Base Contact with the ritual marker. Make a Perception Roll-off against a Target of 0, and make a note of the Result, adding it to any other Bless Actions your Warband has made.

If your Warband manages to roll a total of over 35 before the game ends, you succeed in fulfilling this Mission. You may choose one model to receive The Blessing; they make one free roll on the Advance Chart – do this as soon as you hit 35 or more, even if the game is still ongoing. 3 VPs.

90-92 Scorched Earth. Destroy it all, leave nothing for the foe... Reach any Terrain piece (which must be at least 15" from your table corner) and set it on fire with a flint and tinder, by rolling your Strike against a Target of 6 (i.e. roll 7 or more on your Strike dice). Each Turn spent trying adds +2 to the roll.

After the fire-starting model has moved away, any model Moving within 2" of the burning terrain piece suffers d8 Wounds, reduced by Toughness in the normal way.

1 VP for each Terrain piece burned.

93-95 Perform the Ritual (Curse). Call down the curse of the Horned God... Place some kind of ritual marker near the centre of the table; something like a standing stone, statue, or altar, on a 50mm base or similar. (Use whatever you have, really!)

Your models may use this Action for the duration of the game:

Curse – The model may make one Move, which must end in Base Contact with the ritual marker. Make a Fortitude Roll-off against a Target of 0, and make a note of the Result, adding it to any other Curse Actions your Warband has made.

If your Warband manages to roll a total of over 35 before the game ends, you succeed in fulfilling this Mission. You may choose one enemy model to receive The Curse; they must make one immediate roll on the Permanent Injuries Chart – do this as soon as you hit 35 or more, even if the game is still ongoing. 3 VPs.

96-97 Pierce the Veil. Contact with the Otherworld is clouded... The enemy's Objectives have magic-dampening auras attached to them. A Magic user must reach Base Contact with an enemy Objective and cast this special spell to cleanse the aura (all magic users know it automatically):

Cleanse. Fortitude based. Range: Base Contact. Casting Target: 4.

For each enemy Objective cleansed, gain 1 VP.

Note; if your Warband does not have a Magic user, re-roll this Mission.

98-99 Second Sight. Reach into the enemy's mind, and draw out their secrets... A Magic user must cast this special spell on the enemy's Leader and/or Second (all magic users know it automatically):

Mind Delve. Range: 6". Roll-off Caster's Fortitude against target's Fortitude. A successful Roll-off counts as the Mission being fulfilled.

For each Leader or Second you successfully cast Mind Delve on, gain 2 VPs.

Note; if your Warband does not have a Magic user, re-roll this Mission.

100 Choose up to three Missions!