

Scenario 2: ill angles preview

They say even the Sealed City's architecture itself bears madness with its surreal angles. Alleys going straight ahead leave its walkers at the beginning after miles of walking, warriors slipping on stairs just to tumble upwards and building walls that can be walked up before the climber slides down a perfectly flat roof. And in some areas the definition of up and down changes with each tick of the city's clock.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up densely within an area roughly 2' x 2'. As this area is smaller than usual your buildings should have an average of four storeys.

warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of any chosen table edge and then the opponent sets up within 8" of the opposite edge.

starting the game

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

special rules

What in nature's law?: Up and down, left and right, forward and backward are in an utter chaos. At the start of each game turn roll a D6 and see what happens:

D6	Result
1-2	Upside down: Up and down are exchanged - to get to upper storeys all models must climb or jump down. Going towards ground level requires the warrior to climb up.
3-4	Phew...: Back to normal - for now.
5-6	Waaaah!: A randomly determined table edge becomes 'down'. Moving towards that edge counts as climbing or jumping down. To move the opposite direction needs climbing up.

Grip tight: Roll a D6 for each warrior not standing on the the new ground floor whenever the directions change. If the result is equal to or lower than his Strength or Initiative (chosen by the player before the roll) he is automatically falling towards the newly determined 'down'.

World's end: If a warrior is at risk of falling off the table he gets one last chance to grip tight (see above) and stop at the table edge. Should the warrior fail the roll he is immediately taken *out of action* and suffers the 'Lost in the Dark' result instead of rolling for serious injuries.

ending the game

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses.

experience

+1 Survives. If a Hero or a 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*.

