# Scenario 5: pillage preview

Bearing the gear symbol, the Sealed City's outer ring layer was once the heart of commerce and crafts. The ring is easily accessed by outsiders which return with whole carts of scraps, ore and wrought metals.

Nonetheless many of the old workshops still harbour usable weapons and tools among the scraps making raids into this district a profitable venture.

## terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, old workshop, or other similar item. We suggest that the terrain is set up densely within an area roughly 4' x 4'.

## 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

**Scavenge the ruins!:** Each time a warrior enters a building which has not been previously searched by either side roll a D6 and see what items he finds.

Buildings in the deployment zones are not searched (since they have already been thoroughly ransacked) and each building may only be searched once.

| D6 | Result |
|----|--------|
| 1 | Nothing |
| 2 | Scraps worth D6 gc |
| 3 | D6 Daggers |
| 4 | D3 Shields |
| 5 | Sword |
| 6 | Orichalcum token |

## ending the game

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

As soon as all buildings have been searched warbands may voluntarily rout even if they didn't suffer at least 25% casualties.

## 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*.