

Scenario 3: the abyss preview

Some regions of the Sealed City seem to be bottomless pits filled with structures and past a certain height no light seems to penetrate the shallow fog which separates the intruders from the darkness below. So they try to stay above the unreliable ground and just seek a way to a safer district. But even if you avoid the fog, there are always enemies who would like to push you over the edge and into the abyss.

terrain

Each player takes it in turn to place a piece of terrain, preferably multi-storey buildings and bridges or catwalks to connect the buildings. At least one building has to be placed within 4" of each short table edge. We suggest that the terrain is set up densely within an area roughly 2' x 4'.



warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of any chosen short 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

The dark down there: No model may move voluntarily onto the ground level. If a warrior falls off a building or touches the ground due to other circumstances, he is automatically taken *out of action*. Every warrior, which is removed from the game in this way counts as having rolled "Lost in the dark" on the serious injuries chart.

ending the game

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

As soon as one player manages to move at least half of his standing warriors to within 4" of his opponent's table edge, his warband has broken through and he wins the game.

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*.

+1 Breaking Through. Any warrior earns +1 Experience for breaking through enemy lines. If the warrior is a Henchman, then the whole group gains +1 Experience.