Scenario 011 - Ambush

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One warband is on the way back to their encampment with the wyrdstone they found in the ruins when suddenly they are surrounded. Ambush! If the surprised warband can get past the ambushers then they will be able to make it safely to their encampment. Unfortunately this is only way back.

Terrain
Set up all the buildings in to a single street. Behind the buildings are impassible ruins. The only way out is along the street. The street may be as winding as you like and should not be too narrow to fight in, but can have narrow bottlenecks at some points. We suggest that the terrain is set up within an area roughly 2'x4'.

Setup
The attacker (the ambusher) deploys first anywhere on one half of the table. The defender deploys 8" from the opposite table edge.

Special Rules
The defender is carrying D6 wyrdstone but not more than the number of heroes in the warband. So if you roll a 6 but only have 4 heroes in the defending warband then there are only 4 pieces of wyrdstone.

Starting the Game
The defender goes first.

Ending the Game
The battle ends when one warband fails a Rout test, the game ends immediately and the routing warband loses. If the defender manages to move all their heroes that are not out of action to within 2" of the opposite table edge, they have 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. A Hero earns +1 Experience for each enemy he puts Out Of Action.
+1 Breaking Through. Any Hero or a Henchman group earns +1 Experience for breaking through enemy lines.

Wyrdstone
The defending warband gains all the wyrdstone they were carrying at the beginning of the battle, minus the number of their own Heroes that were taken Out Of Action during the game, down to a minimum of zero. The attacking warband gains one shard of wyrdstone for each enemy Hero they take Out Of Action, up to the maximum number of shard the opposing warband was carrying at the beginning of the battle.