

# Scenario 012 - Breakthrough

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as appeared in Archive Pestilens,  
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Your warband is peacefully making their way through the city to a Wyrdstone deposit when they are set upon by a rival warband. They have no choice but to fight their way through them to get to the Wyrdstone.

## **Terrain**

Take turns to place a major piece of scenery each until you are both satisfied with the terrain.

## **Setup**

Each player rolls a D6 and the highest scorer may choose a table edge and deploy all his models within 8" of it. The defender deploys his warriors within 8" of any table edge.

## **Special Rules**

None.

## **Starting the Game**

Each player rolls a D6, the highest scorer goes first.

## **Ending the Game**

The battle ends when either player loses half their models, the other player is the winner.

## **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.