

Scenario 056 – Fist Fight

By Ross "Pancreas Boy" Franks,
as appeared in
Pancreas Boy's Wyrdstone Shards
Transcribed by Sid Hale.
Edited by The Mordheimer.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

Lost & Found: The warbands must set up within 12" of the center of the board and on ground level. The warriors have lost all their equipment and must search surrounding buildings to find them. Each time a warrior enters a building roll a D6, if they roll a 5 or 6 they have found their own individual equipment (not the whole warbands) and may fight as usual. Otherwise, until that point, the only weapons they will have to fight with is their fists. If a warrior's equipment hasn't been found on the last building to be searched, then it is automatically found and no roll needs to be made. All equipment will be found and returned to their respective warband members after the battle.

Starting the Game

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

Ending the Game

The game ends when one warband fails a Rout test. The routing warband loses.

Experience

+1 Survives: If a Hero or 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.