

NEW SCENARIO: Hunters or hunted

One warband has been shadowing the other for some time. The hunters have now split off some of their band to surround and ambush their prey. The hunted however, are aware of their hunters and are themselves planning a trap. On reaching a large hall they too have sent out flanking forces and make ready to turn the tables. It remains to be seen who are truly the hunters and who the hunted, in the dark of Karak Azgal's corridors anything could happen.

Terrain

As normal except there should be a large room (at least 12"x6") in the centre of the defenders half of the table, with at least one exit on each wall. The central room should contain a reasonable amount of rubble, low walls etc to provide some cover. Also there should be several entrance tunnels on each table edge.

Warbands

Each player should roll a die, the highest roll is allowed to decide to be the attackers or defenders. Each side should split out two flanking forces from their band and write them on a hidden piece of paper. It should be noted which force is flanking from the players right and which the left. Flanking forces are expected to come on to the table from a tunnel mouth in the appropriate table quarter of the table opposite the player. There must be at least two members in each flanking force, drawn as the player sees fit from heroes and henchmen. At least 50% of the band must be in the main force.

Deployment

The defender places **all** his warband in the central room and up to 2" into any adjacent corridors. The attacker then places his warband but not his flankers, within 8" of his table edge. Finally the defender removes his flankers from the table.

Starting the game

The attacker has the first turn

Flankers:

From a players second turn he must roll a die for each flanking force. On the second turn a roll of 6 indicates the force arrives on the table, each subsequent turn the roll required decreases by one. If the force arrives it is placed in a tunnel mouth at the edge of the table as follows:

1d6 roll	Description	Placement
1	Missed	In a tunnel mouth on the players own table edge
2	Confused	By opponent in the expected table quarter
3-4	On target	In a random tunnel mouth in the expected quarter
5	Well led	In the expected quarter, but a tunnel of the players choice
6	Inspired	In any tunnel mouth on any table edge.

Ending the game

When one warband fails its rout test, the game ends. The routing warband loses and their opponents win. Experience awards are as for normal skirmishes.