

By Ross "Pancreas Boy" Franks,
as appeared in
Pancreas Boy's Wyrdstone Shards

Scenario 060 – I Dream of...

Transcribed by Peter Ward.
Edited by The Mordheimer.

Rumors have been circulating of a magical lamp containing a powerful genie who will grant certain wishes. It has been found not 2 blocks away. No one wastes time and rushes for the area, only to find a peasant boy already in possession of the lamp. But no peasant boy is going to get in the way of greed!

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a figure representing the peasant boy in the middle of the board.

Setup

Each player rolls a dice. Whoever rolls highest chooses who sets up first. Both warbands start opposite each other.

Special Rules

The Peasant Boy: Lamp is being carried by a peasant boy has the stats of a Youngblood with a dagger. If attacked, he will summon the genie to defend himself if attacked (i.e. makes a wish). If the peasant is killed the genie returns to the lamp and the attacker may pick the lamp and take possession of it.

The Peasant Boy

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons/Armor: The peasant boy is armored with a dagger.

The Genie: The genie can be summoned in the movement phase of the user via a wish. To make a wish roll a D6 on the Wishes list.

The Genie

M	WS	BS	S	T	W	I	A	Ld	Sv
6	5	-	4	4	2	5	2	3	5+

Special Rules:

- *Large Target*: The Genie is a Large Target as defined in the shooting rules.
- *Refuse to Grant Wishes!*: If taken out of action it returns to the lamp and will not grant wishes to the last model that asked it to attack.

Wishes: The Genie will only grant one wish per turn. Each time a wish is made it negates the previous wish of the genie. A genie will only defend itself if charged unless wished to attack.

D6	Battle Wish
1	Give me the protection of a 1000 shields – A 3" radius magical field appears over the wisher. All missiles except magic missiles bounce off the field unable to hit those within.
2	Give me the might of a dragon – The wisher now causes terror (fear but

	at a 3" radius).
3	Give me the defense of a fort – The wisher now has an additional armor save of +3.
4	Attack! – The wisher tells the genie to specifically attack a certain member from another warband.
5	Give me the strength of a giant – The wisher now has a S6.
6	Make me the best swordsman ever – The wisher now has an additional +3 to their WS.

Starting the Game

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

Ending the Game

The game ends when one warband fails its Rout test. The routers automatically loose.

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.

Post-Battle Wish

One hero of the winning warband gains 1 wish from the genie before it disappears along with the lamp, roll a D3:

D6 Final Wish	
1	Give me knowledge – The hero gains an extra +2 exp.
2	Give me fortune – The hero gains an extra dice* when rolling on the exploration chart.
3	Give me items of wonder – The hero gains a random magical item.
* Remember that you may only have up to six dice on the Exploration chart. Player chooses which six to keep.	