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as appeared in  
Pancreas Boy's Wyrdstone Shards

## Scenario 062 – Ladder Chase

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A temple of old has been found, from the days before the great fire. It is said that upon its tallest summit is an artifact of great wonder and glory. The problem is, the temple has been over run by moss and rodent droppings and thus has become un-scaleable. Only ladders will help this dilemma and the warbands rush towards the area with dizzy heights on their minds.

### **Terrain**

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a temple in the centre of the board. This could be made out of 3 books, starting with a large book at the bottom and the smallest book at the top. Place a counter at the top of the temple to represent the artifact.

### **Setup**

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

### **Special Rules**

The Ladders: Each warband has 3 ladders (1 x 4½" ladder and 2 x 3" ladders). To climb onto the first level of the temple, the largest ladder will have to be used for figures to climb up. The other two ladders will be used to climb the following levels. Ladders need to be carried by 2 figures (a large figure counts as 2), but carrying models cannot shoot or fight in hand to hand unless they drop the ladder. Ladders can be stolen by other warbands. No movement can be done on the temple, except for setting up ladders and moving to the artifact, once on the top level.

The Artifact: The artifact itself is a randomly chosen magical item and can be used immediately, once found. The winning warband keeps the magical item.

### **Starting the Game**

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

### **Ending the Game**

The game ends if a 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.
- +2 For Finding the Artifact: If a Hero finds the artifact he earns +2 Experience.