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as appeared in
Pancreas Boy's Wyrdstone Shards

Scenario 067 – Pesky Portals

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An un-nerving glow has been emitting from near the wizard's mansions. And upon arrival the warbands find an area full of portals. An old cloaked figure sitting nearby whispers "Some say the portals around here lead to the lost wonders of the mages of old, but none have returned." He then promptly fades away into the shadows.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place D3+2 portals on the board as in the Wyrdstone Hunt. One portal is left off the board and is in a door-less room of 4" x 4".

Setup

Each player rolls a D6. Whoever rolls highest chooses who sets up first. Both warbands start opposite each other.

Special Rules

The Portals: Portals can only be entered once per turn for each figure. Roll on the portal chart when entering:

D6	Results
1	Portal does nothing and you walk straight through it.
2	Portal transports you to the nearest portal on the board.
3	Portal transports you to the furthest portal on the board.
4	Portal transports you to a random portal on the board (includes the chamber port as well {see 6})
5	Portal rejects you and an Elemental appears from another dimensional plane. It charges you immediately and if it survives guards that portal from now on (i.e. it will charge anyone who comes in it's charging distance and then return to the portal).
6	Chamber Port : Portal transports you to the chamber room and the chest of treasure (some carrying rules as Hidden Treasure) can be taken through same portal next turn and off the nearest table edge.

Elemental:

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

Carrying the Chest: Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put Out Of Action, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it.

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.

+2 For Finding the Chest: If a hero finds the chest he earns +2 Experience.

The Treasure

The chest contains D3 random magical items.