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as appeared in
Pancreas Boy's Wyrdstone Shards

Scenario 068 – Rabies

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Both warbands have been attracted to a commotion happening nearby. But alas their curiosity has bitten back at them and they are attacked by a bunch of rabid dogs. But what affected them in this way in the first place?

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place D3+1 dogs in the center of the board, along with D3+1 wyrdstones.

Setup

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

Special Rules

Rabies: If attacked and hit (bitten) by a dog the warrior temporarily becomes *frenzied* for this game and will charge and move towards anyone who is closest to him until he is taken out of action. Each dog has the stats of a war hound and is always frenzied and likewise will move towards the nearest model. Wyrdstones can be taken and any that are left behind when the game ends are recovered by the winning warband.

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.