

6. JUNGLE SKIRMISH THE FOG OF WAR

Early risers in Lustria are greeted by rolling mists that cut visibility to almost nothing. Few are the men that willingly venture out into the mists. It is easy to become lost and disorientated when each way you look is a sea of white. It is the dread fear of any treasure hunter to run across a rival warband in the mists, to not know exactly who it is you are fighting until it is too late...

This game may be played by 2-4 players

SET-UP

Each player rolls a D6. Whoever rolls the highest chooses which table edge to set up on, placing all his warriors within 8" of the table edge. His opponent then sets up on the opposite side as normal.

TERRAIN

Each of the players take turns placing pieces of terrain. They may place either jungle trees, ruins or other similar item. We suggest that the terrain be set up within an area roughly 4'x4'.

STARTING THE GAME

Both players roll a D6, the highest goes first, second highest goes second, etc.

SPECIAL RULES

There is a light fog covering the whole table. To represent this, warbands have a -1M and -4" to their missile weapon range. This would make a long bow maximum range 26" rather than it's normal 30". The skill "Leadership" is reduced to half range, i.e. anyone wanting to use the LD value of the hero with Leadership must be within 3" of the model.

ENDING THE GAME

The game will end when there is only one warband remaining unbroken on the table. This warband is the winner.

EXPERIENCE

+1 Survives. If a Hero or a henchman group survives the battle, they gain +1 experience.

+1 winning Leader & Heroes. The Leader and Heroes 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.

8. ISLAND HOPPING

The river Amaxon splits into several small tributaries, creating many small islands surrounded by swirling rapids. These islands sometimes contain important artifacts or treasure, and must be defended.

TERRAIN

On a 4'x 4' table, place a river so that it crosses the entire board, and its branches create several islands. There should be at least one more island than the number of players taking part in the scenario. Islands must contain at least 6" square of area. Set up at least as many bridges, as there are players in a sensible manner between the islands.

WARBANDS

The players each roll a dice. Whoever rolls highest chooses the island to set up on, and sets up first. The other players then choose in descending order.

STARTING THE GAME

All players roll a die, and the highest roller goes first. Turn sequence proceeds clockwise around the table after the first player's turn.

SPECIAL RULES

The objective is to control as many islands as possible by the end of the game. To control an island, you must have more standing models on it than any single enemy. The river is impassable terrain, so bridges must be used to cross from island to island. There can be no more than four models on a bridge at any time. If a model takes a wound on a bridge, it must make an Initiative test or fall into the river. If this happens, it takes an additional S3 hit and is washed onto the nearest bank.

ENDING THE GAME

The game ends after six turns, or if all the warbands but one fail rout checks.

EXPERIENCE

+1 Survives: all Heroes and henchmen groups who live through the battle gain +1 experience.

+1 Winning Leader. The Leader of the winning warband gains +1 experience.

+1 Per enemy OOA: Heroes gain +1 XP for each enemy they put out of action.

+1 Island Takeover: The Leader of a warband that controls another player's starting island at the end of the game gains +1 experience.