Scenario 073 – Time Warp

On entering the ruins of what used to be Mordheim's centre of the Arts of Magic, the destructive force of the meteor explosion intermingled with the highly concentr5ated aura of magical energy has caused a disruption in the time continuum in this area. The warbands involved are sucked into the cosmic confusion and now face a battle they'll never forget.

Terrain
Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'.

Setup
Each player has 3 of their figures (one is their Leader) deployed within 12" of the centre of the board. Each player places a figure down alternately. A counter for each other warband member is placed in the same area. All counters need to look identical as no one can tell who each fallen member is, thanks to the strong effects of the magic in this area.

Special Rules
Time Warp: Time here seems to be going backwards, forwards sideways, even upwards! Each of the warbands looks around to see that a lot of their comrades seem to have already fallen in battle but are calling out for help. But time can be altered by those presently not injured. If any figure comes into contact with a counter roll randomly to see who comes back to the present (both from your warband and any other warband). If it be a friendly model then the recovered model may act as normal, but if it be foe consider the movement as a charge. If only one figure from one warband is remaining on the board to discover counters, then the next revealed counter, by that model, will automatically be a friendly model. All Spellcasters gain +2 to their Difficulty roll from the strong magical aura in this area.

Starting the Game
Both players roll a D6. The higher scoring player takes the first turn.

Ending the Game
The time continuum recovers for a moment enough for all warbands to flee the area at the end of Turn 6 and any figures not recovered from having being a counter are considered to be taken Out Of Action. No rout tests are taken and the warband with the largest percent (rounded up) of figures recovered on the board is the winner. If the amount is equal then no warband is the winner and all are grateful just to flee the area.

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.