Scenario 161 - Treachery

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When more than two warbands encounter each other in the City of the Damned it is often difficult to figure out who is friend and who is foe. More often than not, the latter turns out to be the case. To add to the confusion, warbands often move in smaller numbers, making them less easy to target, but also spreading their strength. This is one of those times where confusion turns into treachery.

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 6'.

Setup
All players take D6 warriors (chosen randomly), and keep them in reserve. Each player rolls a D6, setting the remaining warriors up using the normal set-up rules for multi-player games (see 'Setting up the Warbands' in the multi-player rules from WD242).

Special Rules
Hidden Alliances: The warbands each belong to a different alliance. Before game start let each player draw a card from a normal deck. Each player is now in either black or red alliance. The cards are kept well hidden. When a warrior is within Initiative distance of another warrior, he may ask to see the card of that warband. If both players have seen each others cards they may exclaim that they are in alliance (if the cards are of the same color). If the cards are of different color, the players cannot ally.

Treachery: Attacking another player (even from afar), causes both players to reveal their cards to each other. If a warrior attacks a model that it is allied to, that alliance is broken, meaning that the attacking warband cannot ally at all. The player then exclaims that he has committed treachery, and is no longer able to ally. His card is not shown to any other players.

Reinforcements: You may bring your reinforcements to the table at the start of your turn on a roll of 4+. Reinforcements may be brought on to any table edge you choose. Reinforcements cannot declare charges the turn they are brought into play. When bringing reinforcements to the table, count the number of warriors you have in reserve. Halve this number, rounding up. This is the number of warriors you may bring onto play this turn. Which warriors turn up is chosen randomly among your reserves. *For example; you have five warriors in reserve, on your first turn you can bring on three, then on turn two you can bring on one, and finally the last warrior would arrive on turn three.*

Starting the Game
Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game
The game ends when all warbands but one have failed their Rout test. The routers

automatically lose. If two or more warbands are allied, they must choose to share the victory and end the game.

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.

Designers Notes

This scenario is great fun to play when you have four or more players – a real riot when you have eight! The uncertainty, combined with the slow and random infusion of reinforcements, make players take their time suspect everybody of acts of treachery.

Those players that fast find their allies have great advantages over the others, as they can team-up. Although some games end in waiting competitions, those ensue a lot of fun as players end up taking pot-shots at their allies. Most games fast becomes slug-feasts, though, as players try to exploit that others have made themselves outcasts, or revealed themselves to be enemies (while locked in combat).