

The Scenario -The Refuge

Description

The gorge opens out and the land drops away with a dense forest beyond, a path may be found through, but It will be slow going and individuals could become lost. Will the warband reach the rumoured haven or will their enemy run them down before they can reach safety and bar the doors?

Participants

The warbands from our campaign.

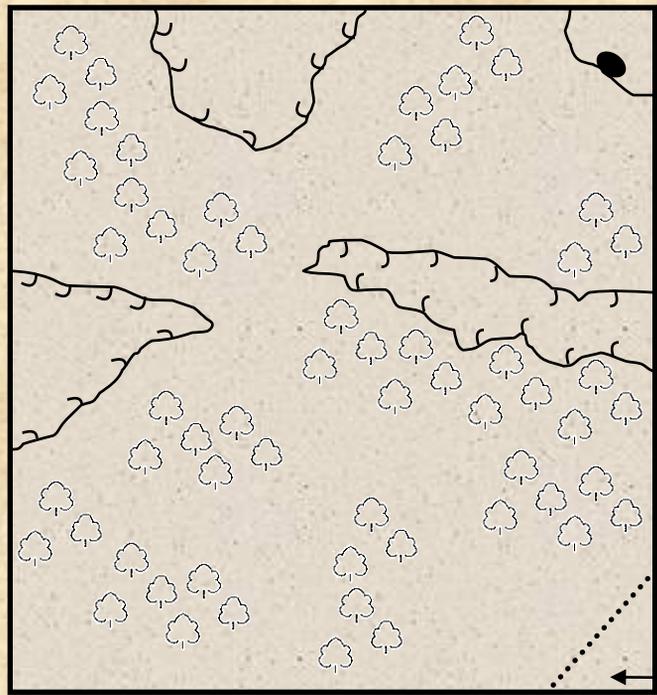
Layout

The board is a 4 ' X 4 ' board. One warband is attempting to get away from the pursuing warband. The "escaping" warband sets up as indicated below within 4" of the corner. The other player warband comes onto the same location after the first players first turn.

The table is scattered with dense forest and trees, scattered rocks and two large impassable rock formations. In the NE corner of the board is "The Refuge" - it can be a door in cliffs or a cave mouth funnelled by sheer, unassailable cliffs.

Objectives

- The escaping player wins if all still in play models escape into the refuge and bar the doors for two turns.
- OR The side with the most models left at the end of the game.
- OR the side that does not flee first due to casualties.



Special Rules

The refuge doors are aged badly and may not still be opened easily. To represent this, a model in base contact with the opening or doorway to the refuge must roll to see if the entry opens.

1 - 2	<i>The way is shut! The door will not give.</i>
3 - 5	<i>The door opens ajar and will open next turn!</i>
6	<i>You say the secret word and the door swings open</i>

Once all the remaining warband members are inside, the player can try and bar the doors. Two successive door closes must be done. Do not forget the enemy without may try and open the doors!

1 - 2	<i>The way is open! The door will not budge.</i>
3 - 5	<i>The door shuts ajar - another ajar roll will shut it!</i>
6	<i>You say the secret word and the door swings shut - another ajar or shut roll will bar it!</i>

Company setup