

Preparing the Warband for Battle

Deployment: Dividing the Warband

Each player should divide his warriors into three Battle Groups, and three Detachments as follows:

- *(Battle groups consist of 0-4 models each.)*
- *(Detachments consist of 0-1 models each.)*

Battle Group 1

1 Hero or Henchman	1 Henchman
1 Hero or Henchman	1 Henchman

Battle Group 2

1 Hero or Henchman	1 Henchman
1 Hero or Henchman	1 Henchman

Battle Group 3

1 Hero or Henchman	1 Henchman
1 Hero or Henchman	1 Henchman

Detachment 1

1 Henchman

Detachment 2

1 Henchman

Detachment 3

1 Henchman

Deploying Battle Groups

- The three Battle Groups are automatically deployed on turns 1, 4 and 7.
- The deployment order is random, determined by rolling a D3.
- *(This represents the warband spreading out to explore the ruins.)*
- Once a battle group is deployed, it is removed from the possibilities.
- *(E.g. on turn 1, the D3 roll is 2. Group 2 is then deployed. On turn 4, the D6 roll will then be (1-3) Group 1 (4-6) Group 3.)*

Deploying Detachments

- Detachments are **not** automatically deployed.
- *(Players must spend Manpower to deploy them, see the following pages.)*

Count Battle Groups with no Models

- Even if a Battle Group contains no models, it still counts as a Group for the purposes of determining the deployment.
- *(E.g. Group 1 and 2 contain four models each, and Group 3 contains no models. On turn 1, the D3 roll comes up as a 3, and so the player deploys no models that turn.)*
- *(So the moral of the story is: Make your Groups equal in size ☺)*

No Constraints on Organization!

Players can organize their warbands into Battle Groups and Detachments exactly how they choose.

- *(E.g. there are no constraints saying that you have to have an equal number of warriors in each Group, or that you have to fill up the Groups before using Detachments or vice versa.)*

Ignore Detachments with no Models

As opposed to battle groups, detachments with no models are ignored for the purposes of deployment.

- *(E.g. Detachment 1 and 2 each contain a henchman and Detachment 3 is empty. Detachment 3 is then always ignored for the purposes of determining which Detachment is deployed.)*

Sectors and the Board

Setting up the Board

- **Either:** Players take turns placing pieces of terrain on the table, until there is no more terrain left in the pool.
- **Or:** Both players a third party to set up the board in a random fashion.

Dividing the Board

- The board should be divided into 12 sectors shown below.
- *(Place small coins or terrain markers at the intersections between sectors so players can distinguish the borders between them.)*

Blue can Capture for +4 Manpower	Red Deployment Zone	Blue can Capture for +4 Manpower
Blue can Capture for +2 Manpower	Blue can Capture for +1 Manpower	Blue can Capture for +2 Manpower
Red can Capture for +2 Manpower	Red can Capture for +1 Manpower	Red can Capture for +2 Manpower
Red can Capture for +4 Manpower	Blue Deployment Zone	Red can Capture for +4 Manpower

Capturing Sectors

- Roughly in the middle of each sector there should be a statue, flagpole, fountain or similar terrain feature.
- *(Both players should agree to the placement and it should be on ground level.)*
- A model that starts its turn within 3" of such a feature, and with no enemies within 6" of such a feature can *capture* that sector.
- Warriors **cannot** capture sectors while they are *hiding* or *fleeing*.

Sectors are Scenario Objectives

- Warriors with the 'Cannot Capture Scenario Objectives' rule **cannot** capture sectors.
- *(But may disrupt other warriors' attempt to capture sectors, by being within 6" of the point.)*

Gaining and Spending Manpower

Gaining Manpower

At the start of each of your turns, you gain Manpower for each sector that you hold uncontested of the other player.

- You keep gaining Manpower from each sector that you hold each turn. *(I.e. sectors keep generating Manpower as long as you hold them uncontested of the enemy.)*
- Manpower can be stored and accumulated indefinitely, but is automatically lost at the end of the battle.

Spending Manpower

At the start of each player's turn, that player may use Manpower in the manner detailed on this page.

- Players may spend manpower the same turn it was gained.
- Players may apply as many of these bonuses as they like during the same turn, as long as they have the manpower to do so.

Manpower Options

- **1 Manpower:** Any one random wizard or priest in your warband that is currently deployed gains 1 Power Dice.
- **1 Manpower:** Any one henchman in your warband, chosen by you, gains +1 Attack on profile until the beginning of your next turn.
- **1 Manpower:** Any warrior in your warband, chosen by you, that is currently *fleeing*, immediately flees his fleeing movement again (*usually 2D6*).
 - *(Note that this ability is used before attempting to rally.)*

Manpower Options

- **2 Manpower:** Any one random hero or henchman in your warband that is currently deployed and closer to your own deployment zone than he is to the enemy's deployment zone regains 1 lost wound.
- **2 Manpower:** If playing with Random Happenings, you may force a Random Event to take place at the start of your opponent's next turn.
 - *(The opponent then skips the D6 roll to see if a Random Even happens that turn.)*
- **3 Manpower:** One random detachment in your warband that is currently held in reserve is deployed.
- **5 Manpower:** Two random detachments in your warband that are currently held in reserve are deployed.
- **7 Manpower:** An Ogre Bodyguard (*see Hired Swords*) is deployed on your side.
 - It has any mix of Weapons and Armour worth up to 30gc.
 - *(These weapons belong to the Ogre and you do not have to pay for them.)*
 - After the battle, the Ogre automatically gains 'Full Recovery' if it went *out of action*.
 - After the battle, the Ogre cannot be hired and leaves with its Weapons and Armour again.

Starting and Ending the Battle

Roll to Determine Sides

- Randomly determine which side is going to be the Blue player and which side is going to be the Red player.

Roll to See Who Takes the First Turn

- Players roll dice to determine who takes the first turn.

Deploying Warriors

- Warriors may be deployed up to 6" inwards from the table edge.
- *(But no more than 6", even if the Deployment Zone is wider than that.)*
- Warriors may be deployed above ground level.

Ending the Battle (Routing)

- At the start of any of your turns where **4 or more warriors** from your warband were *out of action*, you may voluntarily rout and lose the battle.
- If you choose **not** to rout, the hero in your warband that has the highest Ld and is currently deployed must take a Leadership test.
 - **If passed**, you fight on.
 - **If failed**, you rout anyway and lose the battle.
 - If there are no heroes currently deployed, the warband automatically routs.
 - Designer's Note: If we go with the classic rout test mechanic, Skaven should probably have a warband special rule called 'Strength in Numbers' than gives them +2 Ld to Rout Tests.

Exploration and Experience

Exploration

After the battle, your warband explores the ruins as follows:

- **+1: Being inside a Sector that you Could Capture:** The warband gains +1 Exploration Dice for having any warrior anywhere in a sector that it could capture. *(I.e. a sector that was closer to the enemy's deployment zone than it was to its own deployment zone.)*
- **+1: Holding a Sector Uncontested of the Enemy:** The warband gains +1 Exploration Dice for each sector that it held at the end of the battle. *(I.e. where a warrior that could capture scenario objectives was within 3" of the sector's central terrain feature, and with no enemies within 6" of that feature.)*
- **+2: Holding two or more Sectors Uncontested of the Enemy:** In addition to the above bonus, the warband gains +2 Exploration Dice if it held more than one sector uncontested of the enemy.
- **+1: Being inside the Enemy's Deployment Zone:** The warband gains +1 Exploration Dice for having any warrior anywhere within the enemy's deployment zone.
- *(Only warriors that can capture scenario objectives count towards being inside sectors or the enemy's deployment zone.)*

Wyrdstone Found

- Roll the number of Exploration Dice allowed and add the numbers together:

Dice Result	Shards Found
1-5	1
6-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36+	7

Experience

After the battle, warriors gain experience as follows:

- **+1: Surviving:** Any hero that survived the battle gains +1 Experience, even if he was taken *out of action*.
- **+1: Taking an Enemy Out of Action:** A hero gains +1 Experience each time he took any enemy *out of action*.
- **+1 Winning Leader:** If your warband won the battle you may select any one hero with the 'Leader' ability that gains an extra +1 Experience.