

WyrdWars
Unofficial Extra Scenarios
By
Red5711
And the Borderlands Group

Scenario (2): Caravan Ambush

Background

As a warband's caravan makes its way through the city, a rival warband seizes the opportunity for gold and plunder!

Special Rules for Caravan Ambush

The player with the higher number of Victory Points will be Red. Provide a model or something else to represent Blue's Caravan.

Deployment

- On Turn 1, Blue will deploy *all* of his combat groups (*and the Caravan*) in the Blue Deployment Zone.
- On Turn 1, Red will deploy two of his of his combat groups, determined at random in the Red Deployment Zone.
- On Turn 4, Red will deploy their last combat group in a Red Backup Zone, determined at random.
- All warriors can be deployed up to 8" from from the indicated table edge (*bold edges*), and also on the upper floors of any buildings that are within 8" of the table edge. Blue's Caravan *must* be deployed on ground level, outside of any buildings.

Deployment Map and Combat Zones

Red Backup Zone (1)		Red Deployment Zone
Blue Deployment Zone		Blue Escape Zone
	Red Backup Zone (2)	

The Caravan

Blue's warriors and Caravan can escape by moving off of the table edge of the Blue Escape Zone. Red can attack the Caravan as if it were another warrior.

Caravan

M	WS	BS	S	T	W	I	A	Ld
4	1	-	4	6	4	1	-	-

Special Rules

Immune to Fear and Panic

Cannot Climb

Civilians: The Caravan does not strike back in close combat.

Fleeing

Warriors *flee* toward the table edge of their deployment zone. If they reach the edge, they rally.

Winning

- When Blue's Caravan escapes, Blue immediately wins.
- At the beginning of Red's turn, if Blue's Caravan is *out of action*, Blue must take a Rout test.
- If either side has 5 or more warriors *out of action* and/or escaped, it must take a Rout test at the beginning of each of its own turns.

Exploration Dice

- +1 for winning the scenario.
- +1 for being the warband with the least amount of Victory Points in the campaign.
- 1 for being the warband with the most amount of Victory Points in the campaign.
- +1 for each enemy hero *out of action*.
- +1 for having more warriors in the Blue Escape Zone than the enemy at the end of the battle.
- Blue:** +3 if the Caravan escaped.
- Red:** +3 if the Caravan was destroyed.

Scenario (4): Warp Gates

Background

As two rival warbands find themselves in a ruined magical district, their eyes meet, and battle ensues!

Special Rules for Warp Gates

Players alternate placing Warp Gate markers numbered 1-6 on the battlefield in combat zones marked 'Warp Gate'. One marker will be placed in each zone, no more less than 6" from a table edge or 8" from another Warp Gate. Then randomly determine which player is Red.

Deployment

1. On Turn 1, both warbands will deploy two of their combat groups, determined at random, in their deployment zone.
2. On Turn 4, each player deploys their last combat group in their deployment zone.
3. All warriors can be deployed up to 8" from from the indicated table edge (*bold edges*), and also on the upper floors of any buildings that are within 8" of the table edge.

Deployment Map and Combat Zones

Warp Gate	Red Deployment Zone	Warp Gate
Warp Gate		Warp Gate
Warp Gate	Blue Deployment Zone	Warp Gate

Fleeing

Warriors *flee* toward the table edge of their deployment zone. If they reach the edge, they rally.

Using Warp Gates

The Warp Gates can be used to get around the battlefield quickly. A Warp Gate activates automatically whenever a non-*fleeing* warrior that is not engaged in close combat ends his movement within 2" of it (*even warriors with the 'Cannot Capture Scenario Objectives' rule will use Warp Gates*).

- When a warrior ends his movement within 2" of a Warp Gate, roll a D6. Then place that warrior anywhere within 1" of the resulting Warp Gate (*even if it's the same one he was next to*). Afterwards, the warrior may continue his turn as normal (*i.e. shoot a missile weapon, cast a spell or prayer, etc...*).
- When a warrior is teleported via the Warp Gates, you may place him within 1" of an enemy warrior that is near the destination. If you do, those warriors are now engaged in close combat, however neither count as charging (*they're both surprised!*).

Winning

- If a warband holds the enemy deployment zone uncontested of that enemy at the *start* of its turn, then the enemy must take a Rout test.
- If either side has 5 or more warriors *out of action*, it must take a Rout test at the beginning of each of its own turns.

Exploration Dice

- +1 for winning the scenario.
- +1 for being the warband with the least amount of Victory Points in the campaign.
- -1 for being the warband with the most amount of Victory Points in the campaign.
- +1 per combat zone held uncontested of the enemy at the end of the battle (*other than deployment zones*).
- +2 for contesting the enemy deployment zone at the end of the battle.
- +3 for controlling the enemy's deployment zone uncontested of the enemy at the end of the battle.

Scenario (6): Burning Skies

Background

A typical night of looting and brawling is interrupted by a shower of Wyrdstone meteorites from the skies!

Special Rules for Burning Skies

Before it is determined who deploys where, players take turns to place Wyrdstone tokens anywhere in the three combat zones marked 'Wyrdstone'. There are 2D3 Wyrdstone all in all. Then determine which player is Red.

Deployment

1. On Turn 1, both warbands will deploy one of their combat groups, chosen at random, in one of their deployment zones, also chosen at random.
2. On Turn 4, each player deploys another combat group, determined at random, in one of their deployment zones, also chosen at random.
3. On Turn 7, each player deploys their last combat group in one of their deployment zones, chosen at random.
4. All warriors can be deployed up to 8" from from the indicated table edge (*bold edges*), and also on the upper floors of any buildings that are within 8" of the table edge.

Deployment Map and Combat Zones

Red Deployment Zone (3)	Red Deployment Zone (2)	Red Deployment Zone (1)
Wyrdstone	Wyrdstone	Wyrdstone
Blue Deployment Zone (1)	Blue Deployment Zone (2)	Blue Deployment Zone (3)

Picking up Wyrdstone

If a non-*fleeing* warrior that is not engaged in close combat is within 1" of Wyrdstone at the end of the controlling player's turn, he may pick it up (*warriors with the 'Cannot Capture Scenario Objectives' rule cannot pick up Wyrdstone*).

Holding Wyrdstone

- Due to its unstable nature, each warrior can only carry a maximum of one Wyrdstone.
- If a warrior carrying a Wyrdstone is taken *out of action*, he drops them anywhere within 1" of where he stood. Other warriors can then pick that Wyrdstone up as normal.
- At the end of the battle, any Wyrdstone that are not currently being carried by a warrior are lost (*i.e. the winning warband does not get the pick them up*).

Fleeing

Warriors *flee* toward the table edge of the closest friendly deployment zone. If they reach the edge, they rally.

Winning

If either side has 5 or more warriors *out of action*, it must take a Rout test at the beginning of each of its own turns.

Exploration Dice

- +1 for winning the scenario.
- +1 for being the warband with the least amount of Victory Points in the campaign.
- -1 for being the warband with the most amount of Victory Points in the campaign.
- +1 per enemy warrior taken *out of action* while that warrior was carrying Wyrdstone.

Bonus Find

During the Exploration phase, each player gets one additional Wyrdstone for each Wyrdstone their warband was carrying at the end of the battle.

Scenario (13-14): The Chaos Stone

Background

As two rival warbands encounter each other, a mysterious stone appears, causing mayhem!

Special Rules for The Chaos Stone

Place a marker or terrain piece in the center of the battlefield to represent the Chaos Stone. Then randomly determine which player is Red.

- City Districts will *not* be used for this scenario.
- Random Happenings *will* be used for this scenario, and Random Happenings occur on a result of a 1-4 instead of a 1.

Deployment

1. On Turn 1, both warbands will deploy one of their combat groups, determined at random, in their respective Deployment Zone (1).
2. On Turn 4, each player deploys another combat group, determined at random, in their respective Deployment Zone (2).
3. On Turn 7, each player deploys their final combat group in their respective Deployment Zone (1).
4. All warriors can be deployed up to 8" from from the indicated table edge (*bold edges*), and also on the upper floors of any buildings that are within 8" of the table edge.

Deployment Map and Combat Zones

Blue Deployment Zone (1)		Red Deployment Zone (2)
	Chaos Stone	
Blue Deployment Zone (2)		Red Deployment Zone (1)

Controlling the Chaos Stone

At the beginning of your turn, if you have a non-fleeing, non-hidden warrior that is not engaged in close combat within 1" of the Chaos Stone, you may nominate that warrior to control the Chaos Stone (*warriors with the 'Cannot Capture Scenario Objectives' rule cannot be nominated to control the Chaos Stone*).

- The Chaos Stone *cannot* be controlled until the beginning of Turn 3.
- A warrior cannot be chosen to control the Chaos Stone if there is an enemy warrior that is also within 1" of the Chaos Stone.
- The controlling warrior *cannot* move, run, generate power dice, declare a charge or intercept, shoot a missile weapon, or cast a spell or prayer for the remainder of the game turn. But he will strike back in close combat if engaged.

Whenever any player (*including the opponent*) rolls on the Random Happenings chart, the warband controlling the Chaos Stone may choose for that player to re-roll the Random Happening result and take the second result.

Fleeing

Warriors *flee* toward the table edge of their respective Deployment Zone (1). If they reach the edge, they rally.

Winning

If either side has 5 or more warriors *out of action*, it must take a Rout test at the beginning of each of its own turns.

Exploration Dice

- +1 for winning the scenario.
- +1 for being the warband with the least amount of Victory Points in the campaign.
- -1 for being the warband with the most amount of Victory Points in the campaign.
- +1 per enemy warrior taken *out of action* while that warrior was within 6" of the Chaos Stone.
- +3 for controlling the enemy's Deployment Zone (1) uncontested of the enemy at the end of the battle.

Scenario (15-16): Merchant District

Background

Two rival warbands make the same discovery; a ruined merchant district. Surely there must be some lost treasure!

Special Rules for Merchant District

Ensure that there is at least 3-5 pieces of ruins terrain on the battlefield in the center three combat zones, as specified on the deployment map. Then randomly determine which player will be Red.

Deployment

- On Turn 1, both warbands will deploy one of their combat groups, determined at random, in their respective deployment zones.
- On Turn 4, each player deploys another combat group, determined at random, in their respective deployment zones.
- On Turn 7, each player deploys their final combat group in their respective deployment zones.
- All warriors can be deployed up to 8" from from the indicated table edge (*bold edges*), and also on the upper floors of any buildings that are within 8" of the table edge.

Deployment Map and Combat Zones

	Blue Deployment Zone	
Ruins	Ruins	Ruins
	Red Deployment Zone	

Exploring Ruins

When a non-fleeing warrior ends its movement inside of a ruins terrain that is uncontested of the enemy, roll 2D6 and consult the Ruins Treasure Chart (*warriors with the 'Cannot Capture Scenario Objectives' rule cannot explore ruins*). Any given ruins terrain can only be searched once and *cannot* be searched until Turn 3. Ruins terrain completely outside of the center three Ruins zones cannot be searched.

Ruins Treasure Chart

2D6	Result
2-3	Trapped! : The warrior takes a Strength 4 Concussive (1) hit with saves as normal.
4-5	Unstable Ruins : The warrior must pass an Initiative test or suffer a Strength 3 hit with saves as normal.
6	Empty : It seems any valuables have already been picked over.
7-8	Grocer : Warrior finds a pouch with 2D6 gold crowns.
9	Fletcher : Warrior finds a random item; roll a D6: 1: Short Bow; 2: Light Crossbow; 3: Bow; 4: Hunting Arrows; 5: Long Bow; 6: Bodkin Arrows
10	Armorer : Warrior finds a random item; roll a D6: 1: Hammer; 2: Shield; 3: Great Axe; 4: Halberd; 5: Heavy Armor; 6: Handgun .
11	Customs House : Warrior finds 1 wyrdstone.
12	Magic Shop : Warrior finds one random magic item.

Holding and Keeping Items

Holding and keeping any found items follow the same rules for holding and keeping the artifact in Scenario (11-12): Artifact Hunt.

Fleeing

Warriors *flee* toward the table edge of their own deployment zone. If they reach the edge, they rally.

Winning

- If either side has 5 or more warriors *out of action*, it must take a Rout test at the beginning of each of its own turns.

Exploration Dice

- +1 for winning the scenario.
- +1 for being the warband with the least amount of Victory Points in the campaign.
- 1 for being the warband with the most amount of Victory Points in the campaign.
- +1 for each ruins explored.
- +2 for searching more ruins than your opponent.