

Scenario table for one-on-one games

2D6 Result

- 2 Play the new scenario: Wild Magic.
- 3 Play Scenario 2: Skirmish.
- 4-5 Play Scenario 3: Wyrdstone Hunt.
- 6 Play Scenario 4: Breakthrough.
- 7 Play Scenario 5: Street Fight.
- 8 Play Scenario 6: Chance Encounter.
- 9 Play Scenario 7: Hidden Treasure.
- 10 Play Scenario 8: Occupy.
- 11 Play Scenario 9: Surprise Attack.
- 12 The player with the lower warband rating may choose which scenario is played.

Scenario table for multi-player games

2D6 Result

- 2 The player with the lower warband rating may choose which scenario is played.
- 3-4 Play Scenario 1: Treasure Hunt.
- 5 Play Scenario 2: The Lost Prince.
- 6 Play Scenario 3: The Pool.
- 7 Play Scenario 4: The Wizard's Mansion.
- 8 Play Scenario 5: Street Brawl.
- 9 Play Scenario 6: Ambush!^{*}
- 10 Play Scenario 7: Dragonhunt.
- 11 Play the new scenario: Wild Magic.
- 12 The player with the lower warband rating may choose which scenario is played.

^{*}Note on Ambush! In our league we've found that this scenario can get quite vicious if the ambushed player is not on good terms with his fellows. To remedy this, we've come up with the following 'fix': Any player may have his models drop the wyrdstone that they are carrying at any time. Place Wyrdstone counters on the table exactly as if the models carrying them had been taken out of action (see the rules for Ambush!). This player's warband may not pick up this wyrdstone later in the game (his warriors have decided to give up to the treasure to their betters!). Any player whose warband is **not** carrying wyrdstone may voluntarily Rout if able to do so under the normal rules. This gives players a way out that can keep their warbands from getting unfairly slaughtered.

Defeated Breiklander warband defends its gold from a swarm of Skaven.

