

Scenarios

All scenarios follow the same basic procedure for arranging the game and for setting up the table, which is given below. Any exceptions to this will be listed in the scenario information.

Arranging the Game.

While all starting warbands begin with the same value, after a few games some warbands might find that their value has increased or decreased due to warriors being killed or gaining experience and new skills. The value of a warband is used to help balance a game, so that both players can enjoy the experience without one feeling that they have no chance to win.

To begin with, both players should check and compare their warband's values. If the values are within 10 points of each other, then you can skip the following steps and move on to setting up the game.

The player with the lower value warband uses what they have. The other player must then select a number of warriors with an equal value to the lower warband. As it can be difficult to match the numbers exactly, they are allowed to go up to 10 points over.

The player with the lower warband may choose to allow their opponent to spend extra points in 10 point increments. For every additional 10 points (or part thereof) their opponent spends, they will receive 1 bonus Resource Point at the end of the game, provided they finish the game (win or lose). Quitting the game means the bonus RP are lost. The bonus RP may be allocated to any member of the warband, but no more than 1 RP may be gained this way per warrior.

For example. Player A has a warband worth 175 points. Player B has a warband worth 220 points. Player A has to use his 175 point warband.

Wanting to gain some extra RP, Player A allows Player B an extra 20 points to spend.

Player B may select warriors equal to 205 points freely. If he spends over 185 points, Player A gains 1 RP. If he spends over 195 points, Player A gains 2 RP.

Once warbands have been selected, players should set up the table.

Table Set-up

Hunters of Ruin uses a table 3' by 3' for a standard sized game. Players should place terrain in this area from their collections. Ideally, you should have 1 piece of terrain per square foot of table space, so for a standard game you should be using 9 pieces of terrain, though you can increase/decrease the amount as you see fit. Players should alternate placing terrain on the table to create an interesting and fun environment for the game.

Once the table has been set up, players should roll a D10 each. The highest scoring player will choose which side of the table they wish to use for their deployment area, their opponent will use the opposite side of the table. The standard deployment area is 4" in from the player's table edge.

At this point players should decide which scenario they will be playing and place objective markers or other scenario specific items onto the table.

Once all necessary scenario objectives have been placed, the highest scoring player should then deploy all of their warriors onto the table completely within their deployment area. Their opponent then does the same for their warriors.

Players then roll for initiative and play until they have reached the end of the scenario.

Scenario 1: Scavengers

Set-up

Once the table edges have been decided, place 1 Objective marker in the middle of the table. Each player then places 1-3 Objective markers on their opponent's half of the table, at least 6" from any other marker and outside of any deployment areas.

Players may decide how many markers they wish to place. The number of markers placed determines the value of the objectives. If 1 marker is placed, it is worth 6 points, 2 markers are worth 3 points each and 3 markers are worth 2 points each.

The central objective is worth a number of points equal to the total number of markers on the table (including the central objective itself).

At the beginning of the first turn, both players roll a die. The highest scoring player moves first. In the event of a tie, re-roll both dice.

Scenario Special Rules

Any warrior in base to base contact with an objective marker may pick it up by taking a special interact action, which does not require a test. From that point on, the warrior is carrying the marker. A warrior may only carry one marker at a time.

If the warrior Flees, is Taken Out or is in any way Removed From Play, the marker is dropped. If the warrior is later returned to play, they must take another action to pick up the marker. A warrior may drop a marker freely, at any time.

Scenario Duration

The scenario lasts for 6 turns. At the end of the 6th turn, both players roll a dice. The highest scoring player may choose to end the game OR play one more turn. In the event of a tie, the game ends. Only 1 additional turn may be played in this manner.

Victory

At the end of the scenario, players score a number of points equal to the value of the objective markers completely within 4" of their board edge. Players then lose a number of points equal to the number of their warriors that were Taken Out or removed from play at the end of the game. The player with the most points is the winner. If both players have the same number of points, the game is a draw.

WIPE-OUT - If all the warriors on one side are Taken Out, the game automatically ends and points are calculated immediately.

Resource Points

- Each warrior that ended the game without being Taken Out receives 1 Resource Point.
- Each warrior that dropped an objective marker in their warband's deployment area receives 1 Resource Point.
- The winner then chooses 3 of his warriors to receive an extra Resource Point each, these points must be allocated to different warriors.

Scenario 2: Monster Hunt

Set-up

Once the table edges have been decided, place a 3" wide nest marker in the centre of the table. There should be no terrain within 6" of the nest itself. Once both players have deployed their forces, place a suitably large monster on top of the nest.

Players then both roll 1D10. The higher scoring player may move the monster a number of inches equal to their roll in any direction. The lower scoring player then does the same. Once the monster's final position has been determined, play begins.

At the beginning of the first turn, both players roll a die. The highest scoring player moves first. In the event of a tie, re-roll both dice.

Scenario Special Rules

The Beast: At the end of each turn, if it is not already in contact with a warrior, the Monster will charge at the nearest warrior. If two (or more) warriors are an equal distance away, both players should roll a dice and the higher scoring player may determine which of the eligible warriors is charged. The monster has the following stats:

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
6	4	7+	5+	5+	6+	X	X

Beastly Movement - The monster may move over or through rough terrain and linear terrain without penalty.

Beastly Onslaught - The monster may make one Strike action against each warrior in contact with it when it activates. These Strikes may not be Counter Attacked.

Beastly Courage - The monster doesn't need to take Morale tests, with the exception of those caused by spells. The monster will always flee towards it's nest. Once it reaches it's nest, it automatically returns to normal. If it contacts a warrior during the flee move, the monster counts as charging and makes one immediate Strike action.

Just a Beast - The monster may not React.

The Nest: Any warrior entering the nest may use one special action to search the nest for loot. Roll a D10 for the warrior, on a 7+, the warrior retrieves something of value. A warrior may not search if an enemy warrior is also inside the nest.

Retreat: If a warband is reduced to 25% or less of it's starting strength, it will retreat at the end of the turn. Remove all of the warriors from the table. The remaining player may try to finish the scenario.

Scenario Duration

The game lasts for 7 turns, until the monster is dead or until both warbands retreat.

Victory

For each wound that a warrior scores on the monster, the controlling player gains 2 Victory Points.

For each piece of Loot found in the nest by a warrior, the controlling player gains 1 Victory Point.

If a Warband is forced to retreat, the opposing player gains 3 Victory Points.

The player with the most victory points when the Beast is killed wins the game. If the beast survives the game, both players lose.

Resource Points

- Each warrior that ended the game without being Taken Out receives 1 Resource Point.
- Each warrior that caused a point of Body damage on the monster receives 1 Resource Point.
- The winner then chooses 3 of his warriors to receive an extra Resource Point each, these points must be allocated to different warriors.

Scenario 3: Magic Mine Field

Set-up

Once the table edges have been decided, place 1 Objective marker in the middle of the table. Then place 4 more Objective markers on the table, midway between the central objective and the corners of the table. Each player chooses 1 list of spells from either player's faction list OR the common spells lists. The two lists of spells are combined and each spell is assigned a number between 1 and 10.

At the beginning of the first turn, both players roll a die. The highest scoring player moves first. In the event of a tie, re-roll both dice.

Scenario Special Rules

At the start of each turn, each player rolls a D10. The highest scoring player selects 1 of the objective markers on the table and moves it a number of inches equal to their roll. The lowest scoring player then selects 1 of the objective markers and the closest warrior to that marker (If there are two equally close warriors, the player should select one before moving on to the next step). They then roll another D10 and compare the result to the list of spells prepared at the start of the scenario. The spell is automatically cast on the warrior selected, regardless of range with no degrees of success. The spell lasts for the duration of the turn. In the case of summoning spells, the summoned object or creature is placed in contact with the target warrior. The player who rolled for the effect counts as being the caster of the spell for determining any results from the spell, with the objective marker being the source of the spell for determining any results from the spell.

A warrior in contact with a marker may use a special action to try to dispel the marker. This action requires no tests, but it takes two such actions to completely dispel the marker. Once two actions have been taken (by either player) on a marker, it is removed from the table. The player who took the second action is awarded the marker.

Scenario Duration

The scenario lasts for 6 turns. At the end of the 6th turn, both players roll a dice. The highest scoring player may choose to end the game OR play one more turn. In the event of a tie, the game ends. Only 1 additional turn may be played in this manner.

Victory

At the end of the scenario, players score 2 points for each of the objective markers they were awarded. The player with the most points is the winner. If both players have the same number of points, the game is a draw.

WIPE-OUT - If all the warriors on one side are Taken Out, the game automatically ends and points are calculated immediately.

Resource Points

- Each warrior that ended the game without being Taken Out receives 1 Resource Point.
- Each warrior that took an action to dispel an objective marker receives 1 Resource Point.
- The winner then chooses 3 of his warriors to receive an extra Resource Point each, these points must be allocated to different warriors.