

## DEMO SCENARIO: STOP THE SUMMONING!

*After months of investigation on several planets, you and your agents have finally discovered the location of the summoning of a great daemon. Your agents have reconnoitred the area and are in position, waiting for you to join them in the attack. However, you have to move with speed before the cultist have completed their summoning ritual.*

### **Terrain**

The terrain is set up by the demonstrator.

### **Warbands**

The cultist player sets up a third of his models in the first line zone, a third in the second line zone and a third in the summoning circle

### **Starting the Game**

Both players roll a D6. The highest scoring player takes the first turn.

### **Stopping the Summoning**

To stop the summoning of the you must fight your way through the defending cultists and slay the cultists in the summoning ring. You must kill all the 5 cultists in the summoning ring.

### **Ending the Game**

The game ends after 8 turns, whether you have killed the cultists or not!

### **Experience**

Fighter who take part in *Out of the Dark* earn Experience points as noted below

**+D6 Survives.** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

**+5 Per Wounding Hit.** A fighter earns 5 experience points for each wounding hit he inflicts during the battle. Make a note on the warband roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons,

only 5 points are earned when this happens, not points per wound.

### **+10 Winning Warband Leader.**

The gang leader of the winning side earns and extra 10 Experience points.

