Scenarios From
Warhammer Skirmish
&
Mordheim
Converted to
Song of Blades and Heroes

by
Hour11

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Warhammer Skirmish & Mordheim
Scenerios
Converted to
Song of Blades and Heroes

V-1 . 4

(Currently Complete: 33 WHFB/ 45 Mordheim)

If you playtest any of these, please send me your feedback: james_diemer@yahoo.com

All WHS scenerios could originally be found in the scenerio database on the Games-Workshop Website.
This database no longer exists and Warhammer Skirmish is no longer supported.
Rules for Warhammer Skirmish can be found in the 6th ed. Rule book for WHFB.
They have been removed from the 7th and 8th ed.

All Mordheim scenarios are either official, found in the rulebook posted on GW site or Town Cryer magazine, or they are community made. For author information, please see the Mordheim section of this book.

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Changes made to Scenerios:
- WHFB point values have been converted to SBH values as closely as possible. (Still needs playtesting)
- All race and army requirements have been removed. (and scenerios rebalanced for the openness of SBH)
- All "lore" and "fluff" from GW universe has been replaced with generalities.
- All Imperial measurements have been converted to SBH's "Short" / "Medium" / "Long" measurements.
- Any unique "mechanics" utilized in a scenerio that are already present in a SBH sourcebook have been referenced (or will be once I finish them).
- Any given GW stats (ws, wounds, etc) have been converted to Combat and Quality stats.
- All maps have been redrawn to use no GamesWorkshop Illustrations.
- All text has been retyped, paraphrased, or otherwise simplified.

This is a work in progress

Legal Junk

0. Instructions & Junk

Why?

Scenarios are the lifeblood of any skirmish system. They change the flow of the game, and encourage narratives and story based play. The massive influx of community scenarios is one of the things that kept Mordheim alive (to this day, despite a decade of neglect from its parent company).

Some of my fondest memories with miniature gaming during my teen years came from impromptu games of WHFB Skirmish - usually while waiting for a full size table to have our epic battle.

Over the years I found I liked how personal skirmish battle was. I worked my way through Mordheim, Necromunda, Gorkamorka, etc. , but always wanted more freedom. That's when I found SBH.

I want to synthesize the stories from my youth with the system I had always wanted, unrestrained by army race, unit profiles, etc.

Format

This document is formatted to viewed on a tablet screen.

However, every scenario is bound to only 2 pages, so they may be easily printed onto a single sheet of paper, front and back, for easy reference while playing.

As with all Hour11 documents, this file is an unlocked PDF, so you can feel free to edit it however you wish. Please give credit to all people listed thoughout the book.

How to use these scenarios. (Mechanically)

These scenarios should be usable in any flavor of the SBH engine. Some sound particularly fun with Flashing Steel. Just because the scenarios sound like they should be full of knights and monsters, doesn't mean that some of the controlling mechanics won't transfer nicely to Flying Lead.

Each scenario should give you new ideas to change the flow of a skirmish and set new goals and objectives. These scenarios are not balanced - purposefully so in some cases - and should not be considered "tournament ready." This was the case when they were Warhammer Fantasy Battle scenarios, also. The inherent concern for fun in place of tournament competition that can be found in SBH makes it the perfect candidate for a conversion like this.

In the same way that you discuss and negotiate the stats of your warband, you should discuss and negotiate the rules of the scenarios. Tweak them as need be in order to make them fun.

NOTE: At the present version, none of these scenarios have been play tested (outside of a solo run to find obviously broken mechanics). If you play one of these scenarios, please contact me with your experience and any balance issues you find (jw.diemer@gmail.com).

As scenarios are play tested, they will be marked so.

This document will grow as I continue to add WHFB Skirmish scenerios. Once all of those have been converted, I will begin with Mordheim and then any other skirmish game that has been abandoned by it's company.

Any Rule disputes should be settled by using Ganesha Games Rules in priority to any rules listed in the scenario.

How to use these scenerios. (Narrative)

The WHFB world came with it's own fluff and story. I have painstakingly struck out every reference to any entity or event from WHFB history. This is so you can reform these scenarios in anyway you choose.

Once they have been stripped of racial requirements and specific characters, it becomes easier to string them together into a campaign.

The "Description" section of each scenario gives you suggestions for ways to make the scenario your own. It also discusses each scenario's viability as a campaign scenario.

How much has changed?

It's hard to say. Some scenarios have barely been changed at all:

- Imperial measurements converted to Short, Medium, Long.
- WS & BS modifiers converted to Combat modifiers.
- Movements phase and attack phase mechanics have been shifted to before or after activation, etc.

Other scenarios have had their mechanics completely rewritten. In this situation, my goal is always to recreate the flavor of the game mechanic in the new system.

Some things are so fundamentally different between SBH & WHFB that there is no simple tweaking and the entire mechanic must be rewritten from the ground up to rebuild the experience.

If you have experience with these scenarios, and go to play your favorite one, only to find that it is drastically different... Check to see if it works "in the spirit of" the original. If you feel it doesn't, please let me know how your experience went.

Icons

At the top of each scenario is a series of icons that let you know immediately that this scenario has certain attributes. These are clarified below.

Special Model

This scenario requires a special model. It might be a wagon, a Huge creature, etc. Whatever it is, the special model is at least a little important to the scenario. You can, of course, substitute a coffee mug, or whatever for the model.

Balanced

This scenario consists of 2 warbands of equal points. If this icon is missing, then the scenario has unbalanced warbands - where one has a clear advantage (this does not make it less fun, sometimes the opposite, but it does make it a poor choice for campaign play)

Timed

There is a set number of turns for this scenario. When the turns run out, the victor is decided. These are good scenarios for those days when time is short, you know exactly how many rounds it will last.

Official Scenario

Community Scenario

More than 2 Players.

This scenario allows for more than 2 players to play at once. It does not promise that each player will have a balanced warband, or that each player will have as prominent a role.

Play Tested
This scenario has been playtested by me or other members of the SBH community.

Game Based Icons

WHFB
This scenario is adapted from a Games Workshop scenario for WHFB.

Mordheim
This scenario is adapted from a Games Workshop scenario for Mordheim.

Parts of a Scenario

Summary
An "at a glance" description of the scenario, including a narrative line for flavor.

Description
A more detailed version of the summary. Sometimes offers alternate settings and other narrative frameworks. Also discusses the scenario's use in campaigns.

Who Goes First?
Quite literally who activates first in the first round. Sometimes who deploys their troops first. When it says to roll a d6, both players roll and the highest roller chooses if they wish to go first or not.

Warbands
A suggestive list of how your Warband should be created. Usually just lists limitations to ensure the scenario stays both fun and mildly balanced. Feel free to manipulate these suggestions based on your experience with the scenario.

Deployment
Where and when each side places its models on the table. This typically works in conjunction with the map to suggest the best locations for each player to deploy their warbands.

Battlefield
A text description of the requirements for your table setup. If not specified, terrain should be placed in alternating turns between players, or as mutually agreed upon.

Options/Variations
Different ways to play the scenario. Some suggestions in this section will horribly unbalance the game, but sometimes they will make it more fun or challenging. For the most part, use these suggestions to get your imagination going in order to make your own variations.

Map Layout
A suggested layout for your gaming table. The "Battlefield" section will give you exact sizes of things, this section is more to communicate the general feeling of the table. Some scenarios have requirements that are essential to their flow. These things will be clearly described.

Objectives
The goals for each player and how to determine a winner. Nothing is set in stone, if you find a certain objective is too limiting, change it (but make sure your opponent agrees with the new rules).

For campaigns, you should decide in advance what the Victory Points will be, and the rewards for any scenario.

Special Rules
Probably the most important section. Rules listed here apply only to the scenario they are listed on. Often times they cover situations not mentioned in the SBH rule book. Other times, they are rules that contradict/simplify/complicate the current SBH rules.

In a dispute, the rules listed for a certain scenario take precedence over the SBH rules. If the solution for a dispute isn't listed in the special rules, use the closest rule in the SBH rulebook. Above all, take the solution that is the most fun and most logical.

Scatter Dice!

Games Workshop makes heavy use of Scatter Dice. This is great if you have one. If you don't, that's fine. Just use the "Gun Smoke" rules from Flashing Steele (Page 13).

Tokens!

Some scenarios require special tokens. Once this project reaches some maturity, you will be able to find all necessary counters at the back of this book.

All attempts will be made to keep them confined to 1 or 2 pages which can be printed on label paper and affixed to card stock.

Warhammer Fantasy Battle Skirmish Scenarios

Table of Contents

1. Assassin!

Summary

The easiest way to guarentee victory in battle is to ensure the foes' mightiest Heroes never make it to the battle.
This scenario involves the attacking forces attempted assassination of the defending forces hero.

Description

Two armies camp for the night, at dawn the battle will begin. An assassin and his two trusted friends must sneak into the enemy camp and dispatch their general without getting caught.

This scenario is a very unusual one, in that the defending force does not have control over their units unless the attacking force is discovered. The scenario weighs heavily in the Assassin's favor as long he is not caught in the act. Once the alarm sounds, the odds swing drastically against him.

This is a poor choice for a long term campaign.

Who Goes First?

The Assassin goes first. It is an ambush, and the defenders have no idea they are already under attack.

Warbands

Defending Force

1 Hero/Leader (Up to 75pts) Personality.
-No Mounted or Ranged Heros (the lonely souls on watch should feel lucky they even have a weapon).

Up to 175 pts of Entourage.

Attacking Force

1 Assassin (Up to 75pts) Personality.
2 Thieves (Up to 30 pts each).

Deployment

Defending Force

Places 2 models as sentries anywhere on the board. The sentries will be facing random directions (see map)

The rest of defending troops are resting in tents until alarm is sounded.

Attacking Force

The Assassin deploys next at any table edge they want.
The theives are not deployed until alarm is sounded - they are only there to make sure their leader survives.

Options/Variations

None Currently.

Battlefield

-Size - 24" x 24"
-Edges of the space should be wooded.
-Center of the table should contain the General's tent
-Around the generals tent place smaller tents (up to 12)
-These tents should create paths and walkways
-Tents may not be placed closer than "Long" from the woods, or closer than 1 base width apart.

Objectives

The attacker's goal is to kill the Hero and escape the table.
In a non-campaign setting:
-Attacker scores Minor victory for Killing Hero
-Attacker scores Major victory for Killing Hero & Escaping
In a campaign setting:
-Attacker gets 2 VP for Killing Hero & Escaping
-Attacker gets 1 VP For killing Hero without Escape

The defender's goal is to protect the Hero & defeat the Assassin.
In a non-campaign setting:
-Defender scores Minor victory for the Hero's survival
-Defender scores Major victory for Hero's survival & assassin death
In a campaign setting:
-Defender gets 2 VP for Killing assassin & Hero surviving
-Defender gets 1 VP For Hero surviving

Map Layout

Special Rules

Sentries

Sentries meander about sleepily. Sentries roll to activate like normal (only 1 dice allowed).

After activating, roll 1d6 for distance:

1-2	the sentry doesn't move
3-4	the sentry moves Short
5-6	the sentry moves Normal

After determining distance, roll scatter die for direction.
If a scatter die is not available, see introductory note.

Spotting

It is a moonless night and the sentries aren't carrying lights (to keep the camp from being discovered).

After each defenders move roll 1d6:

1-2	the sentry can see short
3-4	the sentry can see normal
5-6	the sentry can see long

-If the Assassin is caught in line of sight distance roll 1d6:

Assassin in the Open	Seen on 2+
Assassin in Cover	Seen on 4+
Assassin the Woods	Seen on 6

Alarm

Sounded if Sentry spots assassin or assassin attack fails.
If Alarm sounds: Thieves enter board and roll activation. Sentries roll to activate. All sleeping troops roll to activate.
All sleeping troops are without armor.

Assassination

The assassin may attempt to kill anyone in any tent. The assassin's attempt is handled as a "freehack."
Any success counts the unit as dead.

Any failure sounds the Alarm.
If the alarm sounds, the assassin counts as being in HTH with the unit that was attacked.
In other words, the assassin gets 1 free combat round to kill or be discovered.

2. Baggage Train

[Special Model] [WHFB]

Summary

Supply caravan's can be worth a fortune. Sometimes it's worth the risk. . . if you have a good ambush planned.

This scenerio plays out a Warband attacking a supply caravan. The caravan may belong to a wealthy merchant,another warband, or a larger army.

Description

One player must defend the caravan while another attempts to disable the wagon train and/or drive off the mercenaries charged with delivering the goods.

This scenerio depends heavily on the layout of the terrain. Playing this out multiple times, but varying the terrain each time will create very different experiences.

Neither side has a clear advantage, but the defenders have more at stake. They must utilize their mounted units' mobility to keep the attackers away from the wagon train. The attackers must exploit their suppior strength and the terrain in order to break through the defenders.

Who Goes First?

Th e Attackers go first, since it's an ambush.

Warbands

Defending Force

3 carts or wagons (must be pulled by animals).
Caravan Guards (250pts) (No Leaders).
Half the total # of units should be mounted.

Attacking Force

300 pts of models (including 1 Hero/Leader)
-No mounted units.

Deployment

Defending Force

The wagon train starts at the East edge of the table.
All defending units are deployed on the road or within "Normal" distance of the road.

Attacking Force

Attackers may deploy anywhere on the table, but not within "Normal distance of any defender (unless there is impassible terrain between them).

Battlefield

The table should be 24"x36".
A road should cross the length of it and be 4" wide
Take turns placing "broken" and "impassible" terrain

Options/Variations

None Currently

Map Layout
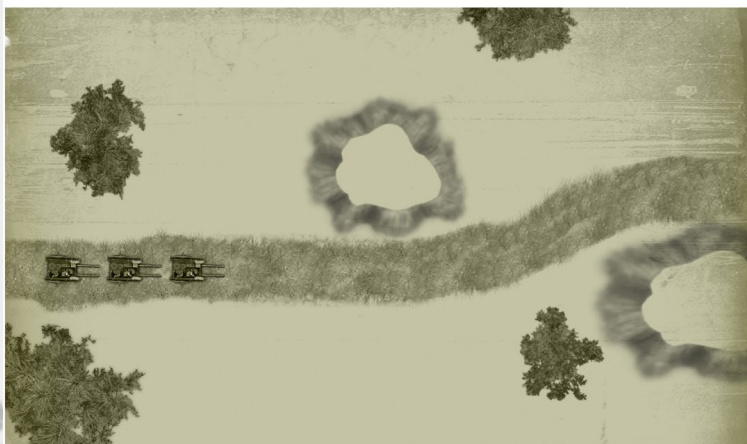
Objectives

The Defenders must make it off the far side of the board with as many carts as possible.
The Attackers must stop as many carts as possible.

All Carts Exit the Table - Defenders Major Victory (2vp)
2 Carts exit the table - Defenders Minor Victory (1vp)
1 Cart exits the table - Attacker Minor Victory (1vp)
No carts exit the table - Attacker Major Victory (2vp)

Special Rules

Morale Tests
-Defenders have resolved themselves to a do-or-die situation & will only check morale at 75% casualties.
-Attackers roll morale as usual.

Moving the wagon train
On road, the caravan moves "Normal" distance per turn. Off road, the caravan moves "Short."

Moving the cart if the pack animal is dead
Any model on foot may drag the cart.
2 models = "Slow" speed on road.
4 models = "Normal" speed on road.

4 models are required to drag/push the cart off road at Short.

Shooting the wagon train
-Roll 1d6. 1-4 hits cart/5-6 hits animal.
If it hit's the animal:
No mater what type of animal, it rolls with C2 as per usual ranged rules
(Usual modifers apply)
On a loss, it is removed from play.

HTH v. the wagon train
Any attempt to disable a cart via HTH is rolled as a "Freehack."
The cart has a C4 and takes 2 successful hits to disable it. (They will drag the thing if any of it is left - you have to total it).

Use counters to indicate how damaged a cart is.

The cart may freely move out of HTH to simulate attacking a moving object & the panicking animal pulling it.

3. SwordFight

Balanced | **WHFB**

Summary

Two armies have withdrawn from the battlefield after a brutal battle. Rumors spread through both camps that a magical sword was lost in the fight.
This scenerio plays out 2 groups of soldiers, from opposing armies, sneaking back onto the battlefield in an attempt to find an artifact.

Description

A perfectly balanced scavenger hunt. In one of these piles of corpses is the magic thingamy. As each pile is searched, the drama increases until the sword is found, or it is narrowed down to one single pile that it must be in and everyone must rush towards it.

Once the artifact is found, it becomes a vicious game of capture the flag, where one side attempts to kill the guy with the artifact and take it for themselves.

Who Goes First?

Roll 1d6. High roller decides.

Warbands

Defending Force

Up to 300 pts of models
No more than 7 units each

Attacking Force

Up to 300 pts of models
No more than 7 units each

Deployment

Roll 1 d6:

High Roller

High roller decides which table edge to deploy on. Models must be deployed within "Normal" movement distance from the table edge

Attacking Force

Low roller sets up opposite. Models must be deployed within "Normal" movement distance from the table edge

Battlefield

The table should be 24"x24".
Place no more than 6 trees/obstacles
Place 6 piles of corpses

Objectives

Each side is attempting to search for, find, and escape with the magic artifact; while preventing the enemy from doing so.

The game will last until one side escapes with the artifact, or one side fails morale and flees (leaving the other side to search at their leisure).

Options/Variations

Zombies rise from the disturbed piles - each pile searched brings 1d6 dead flooding onto the table.

Change the power gained from holding the artifact.

Special Rules

Searching for the Artifact

Each pile of corpses can be searched by any model in base contact with it and free from HTH combat.

Searching takes 1 Action. The same model may not search more than 1 pile in a single activation.

Roll 1d6:

1-5	The Artifact will never be in that pile.
6	You found it.

Mark any pile that has been searched.

If 5 out of 6 piles have been searched without finding the artifact, the artifact will automatically be in the 6th pile.

Finding the Artifact

Any unit that finds the Artifact gains a bonus listed on the magic item chart (SGD). Mark the model as if they were a banner carrier. Follow banner carrier rules for dropping/picking up the sword.

Morale

A fleeing unit will drop the Artifact. Leaving the marker on the field. After completeing it's compulsory fleeing moves, the unit may return and pick up the Artifact.

Map Layout

4. Take the High Ground

Timed | **Balanced** | **WHFB**

Summary

High ground is always strategically signifi cant in war. Advance parties must secure these strategic locations.

This scenerio plays out 2 groups of advance parties attempting to capture high ground to position their war machines and archers.

Description

A balanced game of "King of the Hill." Each side knows the strategic advantage this hill will hold in the coming battle. It's not just a matter of securing a resource for your own side, it's a matter of robbing the enemy of it, while strengthening your own forces.

This scenario is recommended to be played multiple times, as the strategy will increase with further play throughs.

Who Goes First?

Roll 1d6. High roller decides.

Warbands

Defending Force

Up to 300 pts of models following typical warband rules.

Attacking Force

Up to 300 pts of models following typical warband rules.

Deployment

Roll 1 d6:

High roller decides which table edge to deploy on. Low roller sets up opposite.

Models must be deployed within "Normal" movement distance from the table edge

Battlefield

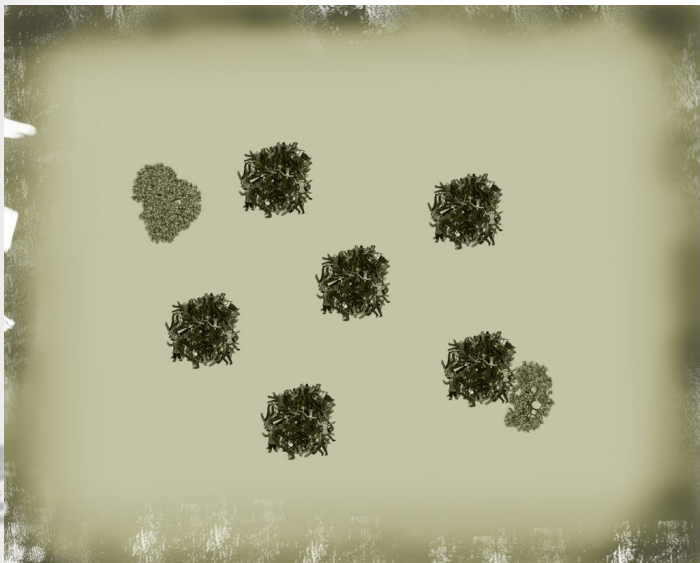The table should be 36"x36".
Place a large hill in the center (approx 12"x12" or smaller)

On the hill place trees, walls, obstacles, etc.

Options/Variations

The more complex the "Hill" is, the more challenging the battle.

Add cliffs and exploit the falling rules.

Add traps, falling boulders, etc.

Map Layout

Objectives

Each side is attempting to be in possession of the hill at the end of turn 6 (Mark turn # with d6).

At the end of turn 6, the winner is the player with the most models on the hill.

In the event of a tie, the winner has the most points of units on the hill.

Special Rules

VERY Broken Terrain
It always takes 2 actions to move "Short" distance up the hillside. Climbing on 1 action requires Q+ roll or risk falling.

Mounted units may not ride up the hillside.
They may use an action to dismount and climb on foot.

Remounting takes another action.

On foot, the mounted unit looses it's mountedmovement bonus

5. Town Raid

Timed | **WHFB**

Summary

Frontier towns are dangerous places & livestock are valuable.

This scenerio plays out a Warband attempting to pillage a frontier town that is under protection of another Warband. It is a battle between desperate defenders and a lightining quick raiding party.

Description

This scenario plays out well during a campaign to simulate one warband invading another warband's territory. The story options are limitless - invasions happen all the time, this far from the city and the king.

If playing this scenario outside of a campaign, be sure to switch sides every other game. It's a very different battle for the Defenders than it is for the Attackers.

The defender's warband composition plays a massive role. In a campaign setting, choosing the best models for the situation is key.

Who Goes First?

The Attackers go first, since the defenders are unaware.

Warbands

Defending Force

Up to 200 points of defending units (just the members of the Warband that were in town during the raid).
10 Livestock (any type of animal or counter)

Attacking Force

300 pts of models (should be mounted figures in preparation of a swift raid)
Only Half the units may have Ranged attack

Deployment

Defending Force

Defending Units are placed on the North 1/3rd of the map and "Medium" distance apart.
Players take turns (begining with Defenders) placing Livestock on the map - "Medium" distance apart and "Normal" distance from any edge.

Attacking Force

Mounted attackers charge in from the South. They begin at the edge of the map.

Options/Variations

It could be an attack from slavers. The livestock can be replaced with townspeople who must be subdued by the Attackers.

Battlefield

The table should be 36"x36".
Arrange a town (suggest layout on map)

Objectives

The Attackers want to destroy the Defenders, wreck the village, and grab any livestock before reinforcements can arrive.

<u>After 7 turns-</u>
Points are awarded to Attacker:
Each Defender Killed = 1 pt
Each Livestock stolen = 1 pt
Each building totally destroyed = 3 pt
Each building partially destroyed = 1 pt

Points are awarded to Defender:
Each Attacker Killed = 1 pt
Each building still standing = 3 pt
Each livestock alive or escaped = 1 pt

Map Layout
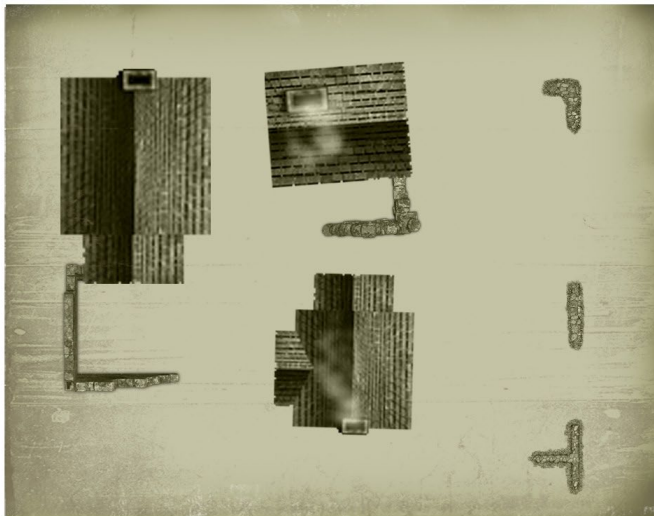
Special Rules

Livestock

Animals have Q5 C2.
As soon as the raid begins, the livestock will scatter and panic.

Each turn, all livestock will move.
Roll 1d6:

1-2	Short
3-4	Medium
5-6	Long

If an enemy is within "Normal" distance from an animal:
The animal will move in the safest direction away from the enemy.
If no enemy is present:
Roll scatter dice. On a scatter roll, the Livestock may charge into danger.

Livestock that exit the board on any side but South:
Count as Escaped
Livestock that exit on the South:
Count as Stolen

Livestock cannot attack. They will not trample a foe, they stop one base distance away.

Livestock killed in combat are considered "Stolen," as they are lost to the Defenders now.

Setting Buildings on Fire

Use flammability rules from SWW - *Except*: It always takes 4 rounds of burning to destroy a building.

Morale

Due to the dire situation, Defender does not make moral checks. Attacker is subject to the usual, as retreat is an option if things turn bad. It's only meat.

6. Inn Trouble

Balanced **WHFB**

Summary

Warbands like to unwind aft er a skirmish, and the tavern is the best place. But what happens when their rivals show up?

This scenerio plays out two rival warbands with the same plans for evening drinks.

Description

A good old fashioned tavern brawl. This is a potentially silly scenario, and fits nicely just about anywhere in a campaign.

It's replay value is very high, due to the limitless number of ways to set up a tavern, and the random nature of the battle itself.

Warbands

Defending Force

Up to 300 points of defending units (Typical rules).

Attacking Force

Up to 300 points of attacking units (Typical rules).

Deployment

Defending Force

Defender positions their models casual spread out around the bar.

Attacking Force

The Attacker sets up all units just inside the door.

Options/Variations

Vary up the scenery. Make the tavern more cramped, or more open.

Add neutral models to gum up the works.

Who Goes First?

Roll 1d6: Higher roll chooses Defender or Attackers

The Defenders go first, since they see the Attackers enter.

Battlefield

The table should be 24"x24".
Arrange a tavern. It should be close quarters.

Place a token marking where the Defender's weapons are located.

Objectives

The goal for both sides is to drive out the rival band. The victor wins the Tavern.

Map Layout

Special Rules

Close Quarters

Due to limited spaces, tables, and other travelers, it is awkward to wield large weopans.
All spears, pikes, and polearms suffer a -2 modifier.
All large 2 handed weapons (war hammers, giant axes) -1

Liquid Courage

After deployment and before the battle, roll 1d6 for each Defender. On a 6, they follow "Ale" Rules from SDG p27.

Optional Special Rules
Weaponless Defenders

The barkeep has confiscated their weapons. Place a token on the balcony representing the weapon cache. Unless the model spends an action at the cache, they are at a -1 to thier C

Optional Special Rules (cont.)

I'll Use Anything!

Since the defenders are unarmed, place 12 tokens around the bar to represent objects that appear useful in a fight.

If not engaged in HTH, a model may use a free action to arm themselves.
Roll 1d6:

1	Something useless (i.e. a loaf of bread)
2-3	Something useful (i.e. a table leg) Negates -1C modifier
4	Something Large (i.e. A large ale barrel) One C3 Short Ranged attack
5	A ranged weapon with 2 shots (i.e. a bow w/ 2 arrows) Two C3 Normal Ranged attacks(only 1 usable per round)
6	An actual weapon! (i.e. wood cutters ax) Negates -1C modifier & adds+1C

7. Rally Around the Flag

Timed | Balanced | WHFB

Summary

The battle didn't go so well, for either side. Time to regroup...

This scenario represents a common situation where the survivors of a recent battle try to reform and make it back to friendly territory.

Description

The battle went horribly awry. The men are scattered and wounded. Luckily, so are the enemy. If we can form up first, we can stomp them.

Each side scrambles to regroup around their standard bearer, the only friendly symbol they can see in the distance. Somehow, during the battle, things got all turned around. In order to form up with the rest of your regiment, you have to go through the surviving members of the enemy forces.

It's a race to get your troops together and get off the enemies edge of the table. The trouble is, the men are a mess. Only the rallying power of the Standard Bearer can get the morale and courage back in these soldiers.

Who Goes First?

Each player rolls a d6, highest roll moves first.

Warbands

Defending Force

350 pts. including 1 Standard Bearer(personality) and 5-7 other units.

Attacking Force

350 pts. including 1 Standard Bearer(personality) and 5-7 other units.

Deployment

Each Side:

Each side has a deployment zone (half the play area). Which ever side a player deploys on, his rally point is the opposite board edge.

Each side takes turns placing 2 models at a time with the player that chose table sides going second.

Each model must be placed in the players own deployment zone, at least Normal distance from any other model (friend or foe).

The last 3 models a player puts on the tabletop must be placed within the enemy deployment zone (representing stragglers and confusion).

The standard bearer must be deployed in your own deployment area.

Battlefield

Recommended area approx. 48"x48"

Players should take turns setting terrain pieces.

Determine terrain types at this time.

Options/Variations

None Currently

Map Layout
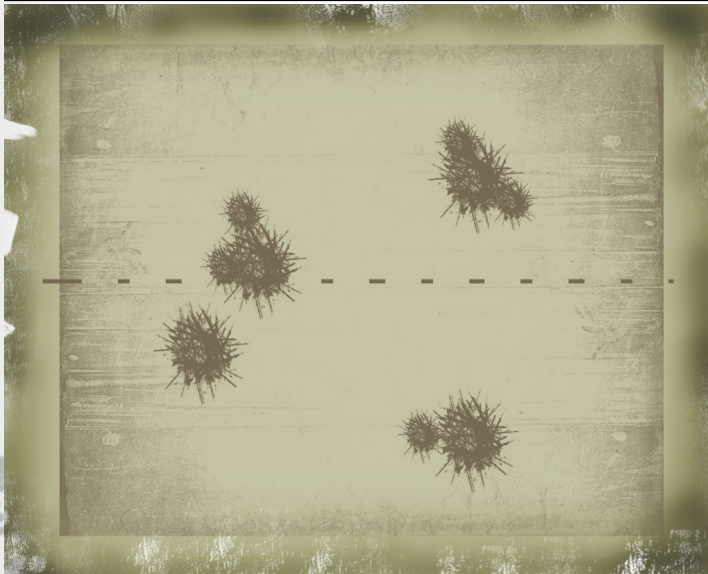
Objectives

Each side must try to gather or rally their troops and then exit from the opposite board edge, all the while trying to stop their opponent from doing the same thing.

The most important model to get to safety is the Battle Standard Bearer, but don't move him off board too quickly as he is also the most useful model to use to rally your troops.

For each member of your force that has successfully made it off the far table edge (the Rallying Point), you score a victory pointl. To determine who has won at the end of the game, each side must add up the total number of victory points including an extra 5 points if they have managed to get their Batde Standard Bearer off safely.

lf the difference between players is 0-2 points, the game is considered a draw. A difference of 3-5 points is a minor victory, and anything over 5 points is a complete victory.

There is a time limit, as both armies are still rushing to reform somewhere off the table, and at any time a massive battle could break out. This being the case, *the game is halted at the end of the lOth turn.*

lf one side is destroyed or routes entirely than the opposition must still try to exit off the table by turn 10.

Special Rules

Moral:

Each unit must make an individual moral test AFTER activation. Any unit which fails must move in the direction of the players deployment table edge or, if that direction is unavailable, the safest direction that appears to lead to that edge.
This applies to units in combat also, units which fail their check are succeptable to free-hacks.

Exceptions:

The standard bearer is immune to moral checks and all other psychology. All friendly units within "Long" distance of the Bearer get 1 reroll on all moral checks (and may use the standard bearers quality for their check.)

8. Bridging the Gap

WHFB

Summary

Spring rains and tbe melting snows bave caused tbe river to rise. Your army bas been dispersed.

Tbe river is lightly defended at tbe crossings.
Can you make it acmss in time for tbe big battle witbout losing too many of your troops?

Description

A complex scenario with a multitude of decisions to make. Do you try and build a bridge? Do you build a safe bridge, knowing it will take more time? Do you hack together a dangerous bridge just to get the men across and hope? How do you protect the soldiers gathering wood? What about the ones carrying the bridges?

The enemy has the high ground, and they have archers. Not everyone is going to make it across the river. But that's no reason not to try.

Warbands

Defending Force

275pts of troops (up to 50% ranged)
1 personality.

Attacking Force

350pts of troops
1 personalities.

Deployment

All

The Attackers Start on the no rthern table edge.
The Defenders start anywhere on the southern side of the river. No troops may be set up within 12" of d1e river.

Options/Variations

None Currently.

Who Goes First?

The Attackers get the first turn.

Battlefield

Using a space of about 36'" x 30", arrange a river across the width of the space. In the center of the river is a ford about 6" wide. On the northern table edge, there are four evenly spaced forests. On the southern table edge, there are two hills. See the map for details.

Objectives

The side with the most vicrory points at the end of the game wins.

The Attackers are trying to get across the table. They may do this by risking the dangerous ford or by building crude wooden bridges or a combination of both. They gain the victory points cost of eacb model which makes it off the southern edge.

The Defenders are trying ro prevent the Attackers from crossing the river. They get 10 points for surviving each turn as they delay the Attackers. These points continue to stack up as long as d1ere is a surviving Defender on the table.

The game ends when all of the Attackers have left the board, or the last Defender is slain.

Map Layout

Special Rules

Crossing the Ford

Uses the River and Ford rules from Song of Wind and Water (p 14)

Making the Bridges

To harvest wood: a model must be in base-to-base contact with a wooded area. All units helping must be within "short" of each other. Place 1 d6 next to each group harvesting wood, using the face-up number to count turns harvesting.

single log bridge:
Takes 1 model 6 actions. Helper models reduce this by 1 action each. i.e. 3 models can make this bridge in one turn, if the main model activates 3 actions.

Multilog bridge:
Takes 1 model 12 actions. Helper models reduce this by 1 action. 4 models can make this bridge in 2 turns if the main model activates with 3 actions.

Carrying Bridges:

Single log bridge: requires 2 models to carrry. While carrying movement is reduced by 1 type. 4 models can carry at full speed. Activate as a group action.
Multlog Bridge: Requires 4 models to carry. speed reduced by 1. 6+ models can carry this bridge at full speed.
"Big" models count as 2.

Throwing the bridge across:

Roll a d6 - on a roll of a 1 the bridge is smashed on the other bank.

Crossing the bridge:

Single log bridge: each character must roll a quality check to cross, or fall.

Units that fall off:
Use deep water rules from SWW (p. 14)

Multilog bridge: no qulaity check required.

9. Civil War

Balanced | WHFB

Summary

Toclay, a Rebel lea.der has decided to gather his forces against the Loyalists while they a re gone. Wben tbe Loyalists return to the camp, the Rebels will attack and try to take control. However, tbe Rebels must dispatch them quickly before auy other troops nearby overhear the commotion and come to the Loyalist's rescue!

Description

A mostly balanced scenario with a little variety thrown in.

After round 3, things get a little hairy for the Rebels, as a random number of reinforcements will charge in each turn.

Efficiency in killing the enemy leader is the key to Rebel victory. Keeping the leader alive until reinforcements can overwhelm the Rebels is the key to the Loyalist victory.

Who Goes First?

The Loyalist Leader must activate first, followed by any order of loyalist models until a failed activation leads to a turn over or all loyalists have activated.

Warbands

Loyalist

350 pts.
1 personality leader.

150 pts of reinforcements (at least 6 units) - to enter after round 4, as per special rules.

Rebels

350pts.
1 personality leader.

Deployment

Loyalist

The Loyalist Leader is returning from a scouting mission with some of his best troops. He starts at the southern end of the table with his troops within "Long" of him.

Rebels

The Rebel Leader has planned an ambush at the encampment. The Rebel forces are scattered on the outskirts of the camp, placed anywhere within "Medium" of it.

Battlefield

24"x24" or 36"x36"
Set up a cluster of tenrs and/or huts in
the center of the board to represent the Loyalist
encampment. For scenic and tactical effect, additional trees
or hedges should be scattered about the table.

Objectives

The objective is to kill the opposing leader while protecting your own leader. Once an army has successfully slain the opposing army's leader, the opposing troops are assumed to either surrender or retreat and the game is over.

Options/Variations

Try making equal reinforcements for the Rebels. Turncoats showing up
to join the rebellion. The balance will be determined by the dice roll each
round...

Special Rules

No moral checks.
**As long as the leader still stands,
his troops will fight.**

He's in Trouble!
**Every round starting on round 3,
roll a d6. On a 4+, d3 loyalist units
come on the northern edge of the
board to help their leader. These
reinforcements cannot total more
than 150pts.**

Map Layout

10. Gates of Iron

WHFB

Summary

6 men must hold the narrow corridor, against unlimited reinforcements, long enough for the gates to close

Description

The mechanics of the infinite attacking force, coupled with the rules for closing the door and uncertainty of when the game ends, creates a scenario with great replay value.

Tension rises each turn as the stalwart defenders stand strong against waves of attackers flooding the gate.

This scenario can be played with any army that uses swarm tactics. Try it with undead, or even a sci-fi theme with insect aliens and 6 lone future soldiers trying to close the airlock and save the rest of the crew.

Who Goes First?

The attackers go first.

Warbands

Defending Force

5 defenders (50pts each)
1 leader (75pts personality)

Attacking Force

300 pts (20pt limit per unit)

Round 3 specials:
200 pts reinforcement (25pt limit per unit)

Deployment

Defending Force

The Defenders must start wid1 all their models within "Long" of rhe easrem exit. They have beard some disturbing sounds and have advanced to investigate!

Attacking Force

The Attackers pour up from the depths from rhe eastern edge of the tunnel.

Battlefield

The playing area should be a long corridor about 48" lo ng by about 6" wide. At regularly spaced intervals the hallway is supported with buttresses which narrow rhe passageway by an inch on each side. The door should be 6" in from the western runnel end.

Options/Variations

None Currently.

Map Layout

Objectives

The Defenders must shut the door and ensure the Attackers are not allowed to reopen it.
The Attackers must end the game with an open door, thus allowing their superior numbers free entry to swarm inro the halls above!

The game lasts until rhe door is shut with no Attackers on rhe western side of it, or until all the Defenders are slain.

Special Rules

Closing the Iron Door -
The deepest runnel is pro tected bya massive Iron Door. This me- chanical marve l is so large and heavy it rakes a full 5 turns to close - each turn moving 20% of the distance to the closed posi- tion.

(Mark this with a d6, counting up from 1 each turn, or if the switch is turned off, counting down each turn.)

To start the process the switch can be thrown during either side 's movement phase. The door will start to swing shut in the same movement phase as it was pulled.

No force is powerful enough to srop rhe rune-encrusted doors from shutting, but if the lever is pulled back ir will reverse the process. In either case, wheather opening or closing, rhe lever may be pulled only by models not engaged in combat or within Short of an enemy (unless of course, that en- emy model is engaged by at least 3 to 1 attacking odds).

Reinforcements
The Attackers gain reinforce- ments every
rou nd to represent the full weight of their army rushing up from the tunnels. Any models already taken out o f action may re-enter from the eas tern board edge.

In turn 3 a force of 200 pts may enter as well.

11. Wizard Duel

MultiPlay | Balanced | WHFB

Summary

2 wizards are trying to brew a potion to curry the kings favor. They each arrive with a small entourage to gather the ingredients. Only one will make it back to the king.

Description

A multiplayer scavenger hunt.

Each player commands a single, very powerful, model with a small entourage. The entourage must protect the leader, for they are the only one that can identify the objects being searched for.

This scenario does need to be a contest of wizards. It could just as easily be dwarf inventors in a scrap pile, or post apocalyptic tribes scavenging a grocery store for food.

Who Goes First?

Roll a d6, high roller goes first.

Warbands

Each side:

    1 125pt wizard (personality)
    150 points of entourage.

Deployment

Roll a d6:

High roller chooses a side to deploy, the other player deploys on the opposite side. in a 3 or 4 player game, just make sure the deployment zones are equally spaced.

Battlefield

As the main focus of the game is a field, terrain should be sparse. Spread a few clumps of trees, rocks and bushes over a 36" x 36" area. Sparse, but not barren.

Options/Variations

Try it with 3 or 4 players!

For extra challenge:
Make the searching character weak (25 pts.) but increase the entourage (275 pts). It becomes essential to protect the searcher, but necessary to keep the searcher moving.

Map Layout
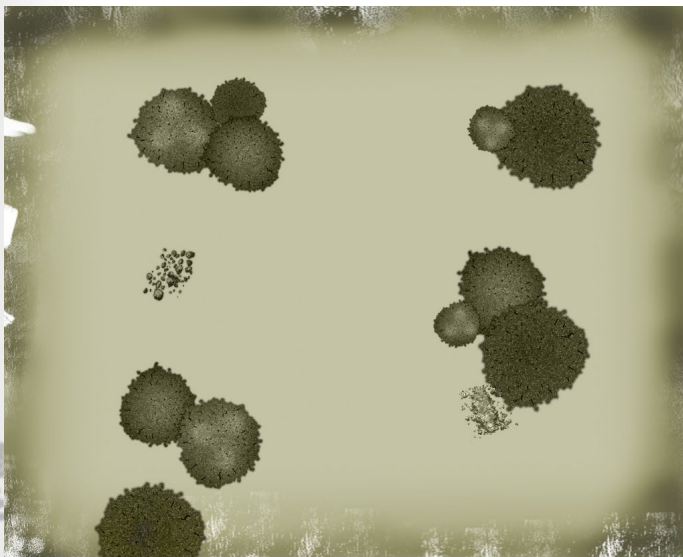
Objectives

Each Wizard and his force must gather the three different spell components and get them off their table edge ftrst. The game lasts until one side has been destroyed or until one wins the game by a model leaving the appropriate table edge with the correct components.

Special Rules

Searching for Spell Components

Only Wizards are allowed to search for components (they all look like normal roots and weeds to the rest of us). A Wizard may begin searching for components once they are "Long" move away from your starting table edge. Searching takes 2 actions - you cannot search and cast magic in the same activation.

You must move in between searches.

To Search - Roll a d6. On a roll of 4+ you've found something... Roll again on the "Search results table."

1	Find a Dragonroot Branch!
2	Find Flaming Sword Weed
3	Find Shimmery Firebeetle Shell
4	Find a pretty flower. Useless.
5	Ick, that's gross.
6	Found Angry Badger! suffer C3 hit (free hack)

Carrying Ingredients:

Any model may carry any number of ingredients.
If a model carrying is killed, the ingredients are dropped.
Ingredients may be handed off to any model in base-to-base contact who is not in H2H.
A model which fails it's moral test drops the ingredient and runs.

Have 3 different token markers (one for each ingredient) and be sure to make whoever has what ingredients.

Moral:

Wizards are immune to moral tests - all other units test normally.

12. Slayer!

Summary

The giant slayers set out for glory or death...

Description

A 4 vs. 1 battle.

If the Slayers don't work together, they don't stand a chance.

It works well with knights setting off to slay a beast, but it could just as easily be clergy battling a demon, a group of soldiers fighting a sentient war machine gone crazy.

If the battle is too easy for the Slayers, reduce their number (3). If it's too hard for them, increase their number (5).

Who Goes First?

The Giant. Monster goes first.

Warbands

Slayers

4 Slayers, approx 40pts each.
See Dwarf Elite Warrior for an example on SBH p.27

-Rebalance as necessary.

Giant Monster

Approx 150-200 points personality.
Build similar to the "Minotaur Commander" on SBH p. 25

Recommended Q+3 C5 with Big/Huge, Tough, etc.

Deployment

Slayers

Roll a d6 and a scatter dice for each slayer. That model begins that distance and direction away from the giant:
1-2 Short
3-4 Medium
5-6 Long
Repeat for each model.

Giant Monster

Begins in the center of the board.

Battlefield

Use a table at least 24" x 24". As monsters tend to stay out of civilized areas, most battles will take place in the mountains, dark forests, caverns, dungeons, etc.

Build a natural arena. Open in the center, but with manipulatable terrain around the edges. Disperse rocks and fallen logs sparingly in the center to give the Slayers some cover or safety (or don't).

Options/Variations

Have the Giant monster cause Fear.

Make one Slayer a leader, and if the leader dies, his forces flee.

Map Layout

Objectives

Slayers must defeat the monster or find death in battle. Anything less will not do! If ALL of the Slayers still on the board are downed and are that way at the start of the Giant's turn, then the Giant wins!

If the monster is killed, then the surviving Slayers triumph and it's time for a cold mug.

Special Rules

Throwing Slayers
On the Giants activation, roll a d6, on a roll of a 6, the giant may pick up any Slayer within "Short" distance and throw it at any Slayer within "Long" distance. Both models recieve a C4 freehack.

Big Giant Feet.
Any downed Slayer model within Short distance of the Giant when the Giant activates may be stepped on and pinned to the ground. Only one unit may be pinned this way. The model counts as "Transfixed," and follows the standard rules.

To avoid a downed model being pinned, another Slayer may drag the downed model "Short" distance away for 1 action.

13. Hold the Gates!

Timed | **WHFB**

Summary

A small country outpost is under attack and only 2 warriors can keep the peasants safe from the invading marauders.

Description

An absurdly epic contest in which 2 warriors single handedly hold off an entire invasion.

The gate to the fort has been sabotaged by the 8 infiltrators who begin inside the fort. If the gate can't be closed, one warrior must act as a gate and prevent the invading cavalry from getting to the peasants.

The infiltrators are already inside, it's up to the other warrior to kill them all while keeping the peasants safe.

Feel free to make your legendary warriors practically absurd in stats. They are the stuff of myth.

The invaders could be just about anything you can think of.

Who Goes First?

Attackers go first.

Warbands

Defending Force

2 legendary warriors (personalities) approx. 150 pts. each.
10 townspeople (5pts each)

Attacking Force

6 Mounted attackers (200 pts.)
8 non-Mounted attackers (200 pts.)

Deployment

Defending Force

The braver warrior stands in the gate vowing no one shall pass him. His comrade stands within the courtyard, the last line of defense.

Attacking Force

8 Non Mounted units start in the Southwest corner, inside the fort.
1 Mounted starts in the Southeast corner of the map.
1 Mounted starts in the middle of the map.
4 Mounted start at the top edge of the map.

Battlefield

This scenario needs an area of 24" x 24". The table is dominated by a Fort in the South East corner, a rundown set of walls and shacks with a 4" wide gate on the northern side. The Fort is 16" x 12." There is no other scenery in this bleak land.

Options/Variations

Start with only one legendary warrior in the courtyard. The 8 infiltrators must sabotage the gate in order for the calvary to gain entrance. Once the gate is destroyed, add the second warrior.

Map Layout
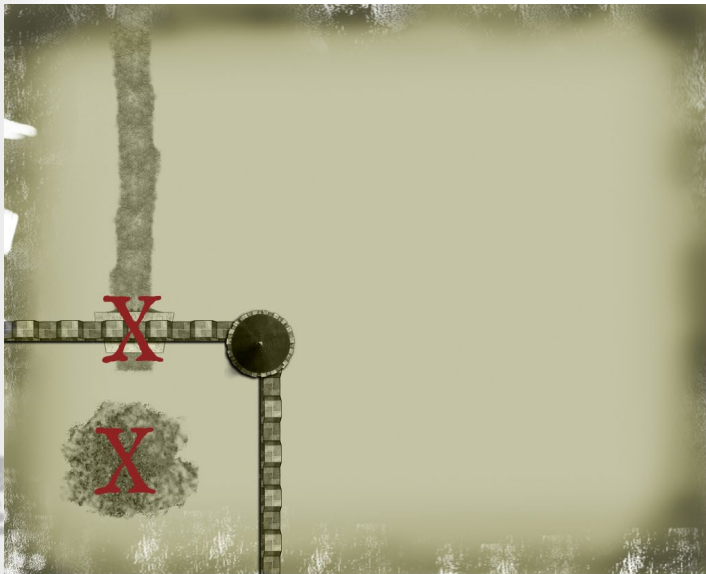
Objectives

The attacker's goal is to slaughter as many townspeople as possible.

The defender's goal is to hold the gate against the mounted attackers, and to dispatch as many of the attackers on foot within the fort as possible while protecting the townspeople.

If either Defender is killed, the attackers win.
If more than 5 townspeople are slain, the attackers win.
If, after 10 rounds, more than 5 townspeople live, the defenders win.

Special Rules

Wave after Wave:
Any Attacker removed from combat redeploys at the northern edge at the beginning of the next turn to represent the waves of invaders.

14. Attack at the Inn

Summary

An inn on the frontier... the distant sound of war drums... everyone who is able must defend the inn at all costs...

A battle between well prepared attacking forces and a rag-tag group of defenders.

Description

It's possible the inn was the lost stop for a group of battle weary travellers desperately seeking a pint, or maybe it's only the inn keeper and his family that must hold off the advancing forces.

Either way, the objective the same - we must protect the inn.

It could be the warehouse with the supplies for the military, or possibly the armory for the town guard, a shrine that's sacred to the elves. Any building that could be important will suffice for this campaign battle.

Who Goes First?

The Attackers go first as they charge from the woods to burn the inn down!

Warbands

Defending Force

Usual construction from SBH core book, approx. 50 points less than the attackers.

Attacking Force

Usual construction from SBH core book.

Deployment

Defending Force

Within "Medium" distance of the inn.

Attacking Force

Within "Medium" distance of the North board edge.

Battlefield

The battlefield should be cozy, maybe 24"x24".

Place the inn (and name it) at the southern edge.
A road should run along past the inn.
A Well should be within "Medium" distance of the inn.

Distribute woods and trees along the northern half of the map.

Cover should be light around the inn.

Options/Variations

Maybe it isn't an inn. There are a variety of buildings that are quite flammable - what type of army would be defending that building?

Maybe the defenders don't know they are under attack. On each attackers turn, roll a d6, on a 5+ someone made a noise and alerted the defenders. Deploy them immediately on the turn when a 5 or 6 is rolled.

Remove the need for water to douse the flames to make the battle more frantic.

Map Layout

Objectives

The attacker's goal is to set fire to the inn, or slaughter all the defenders before turn 8. If the inn is burned, or no defending models remain, the defenders have won.

The defender's goal is to hold off the attack until the local militia arrives (turn 8) If the inn still stands and a single model remains, the defenders have won.

Special Rules

Burning the Inn
Use the rules from SWW for setting fires. Any success generates a single fire point (place a marker on the inn).

The inn can only handle 4 points of fire before there is no saving it.

Any turn after the one where the fire marker is set, a model needs water to put out the fire. A model must make base contact with the well (place a water token on them) and then make base contact with the inn (near the fire marker). A water carrying unit attacks at -2 (or must throw down the bucket to attack at full strength).

No moral tests for defenders. They will fight to the death to save their inn.

15. Claiming the Gate

Balanced · **Timed** · **WHFB**
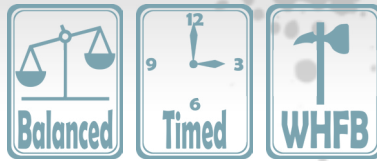
Summary

A peculiar portal to another dimension has opened. Some seek to keep it open to gain it's power, others desire it closed - with whatever evil trapped on the other side.

A battle by a hellmouth that causes chaos every round.

Description

A hellmouth sits in the middle of the battlefield. Any model that gets too close to it is at risk of whatever crazy evil pours out every turn.

This scenario could be a battle of good vs. evil, or towns people vs. demons, two armies who each want its power, etc.

The army possibilities are endless.

If you think of more crazy magics that can pour out of the gate, add them to the list.

Who Goes First?

Roll 1 d6, high roller chooses to go first or second.

Warbands

Defending Force

Standard Warband Creation Rules.

Attacking Force

Standard Warband Creation Rules.

Special Power Model

Agree on a special more powerful model ahead of time. It's point value cannot be higher than the current highest point model in either warband.

Deployment

All Forces

High roller deploys first, other player deploys opposite. (within "Medium" distance from an edge.

Options/Variations

None Currently.

Battlefield

Pick either a 24"x24" or 36"x36" battlefield.
Place a Gate/Monolith in the center. Toss around what ever scenery feels right for your story.

Objectives

The Warband with the most surviving points, at the end of round 6, wins (in the event of a tie, the Warband with the most models wins).

Map Layout

Special Rules

Dark Magics
At the begining of each round, roll 1 d6 and do the following:

1	A creepy tenticle, or plume of smoke, or something flicks out of the gate and pulls the nearest model into oblivion.
2	Chain Lightning. A C5 blast hits the model closest to the gate. a C3 blast hits the next closest model.
3	The closest model to the gate is transformed into the Special Power Model
4	A wave of terror blasts from the gate. All models within "Long" distance must make a fear check.
5	An evil Blessing. Roll a d6. Even: The closest model to the gate gets +1 C, and -1Q (following the min./max. rules in SBH. Odd: The closest model to the gate gets -1 C, and +1Q (following the min./max. rules in SBH.
6	Doppleganger: The closest model splits in two. Place a token, or idential model next to it. Roll 1d6: 1-3, the duplicate is controlled by the model's owner. 4-6, the duplicate is evil and is controlled by the opponent.

16. Under The Blade

Balanced | Timed | WHFB
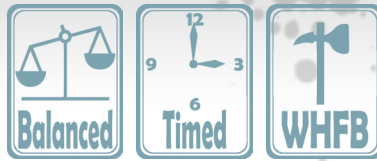
Summary

Stop the sacrifice and save the innocent.

A ritual sacrifice is happening atop a temple. One side fights to ensure the ritual succeeds, while the other tries to save the kidnapped sacrifice.

Description

This scene can play out in numerous ways. It could be a bunch of cultists who have kidnapped a girl from the nearby town and the city militia who wants to get the girl back.

Possibly, an evil wizard has the king's daughter and the king has sent his knights to save her.

Etc.

Who Goes First?

Attackers charge in to destroy the ceremony.

Warbands

Defending Force

Standard Warband, but the leader must be clearly different from the rest - the leader is the only one capable of finishing the ritual.

Attacking Force

Standard Warband, and the victim.

Deployment

Defending Force

Deploy on the steps of the temple. With the leader and victim at the top.

Attacking Force

Deploy within "Long" Distance of any edge of the board.

Battlefield

A roughly 24"x24" space with a 8"x8" temple in the middle.

Toss around a variety of other scenery, woods, low walls, etc.

Options/Variations

Position Traps around the temple.

Have the ritual open a dark gate during turn 3. Roll on the table for Scenario 15.

Map Layout

Objectives

The ritual will take exactly 8 turns. At the end of the 8 turns, stop and see who won. At the end of the 8th round:

If the attackers get the kidnapped victim off the table, they win.

If the leader of the defenders is killed, but the victim is not saved, the match is a tie.

If the victim is off the temple, but still on the table, it is a tie.

If the defender's leader is alive and the victim is on the temple, the defenders win.

Special Rules

The Victim

The Victim is controlled by the Attacking force. The Victim cannot attack. Any attack made against the victim is a free hack. The defenders lose if they kill the Victim.

The Victim may be restrained by any unfriendly unit in base contact. The Victim counts as "transfixed" and the standard rules apply.

17. Zoo Break

Timed · **WHFB**

Summary

Stop the monsters that are rampaging.

A group of monsters go loose, only the Town Guard can prevent them from destroying the buildings and harming the innocent.

Description

Dr. Zimmerman's traveling monster showcase came to town earlier in the week. The townspeople had the time of their lives... It's too bad someone let the monsters loose in the city. A brave group of town guard, led by the best hunter around, must subdue the raging beasts before the town is destroyed.

Or, a portal has opened in the middle of town and demons are pouring out if it - massacring the townspeople.

Who Goes First?

Defenders go first - they must act fast if they want to get this situation under control.

Warbands

Defending Force

1 ranger - 75 pts - leader
225 pts of town guard.

Innocents: a handful of 1 pts innocents (about 5)

Attacking Force

300 pts of monsters, any number.

Deployment

Defending Force

After monsters deploy, defenders deploy within Long distance of the opposite side.

Take turns placing innocents. They must be within Short distance of a building and Long distance of each other.

Attacking Force

All monsters deploy first in a LxL square.

Battlefield

Use a large but cramped space, 36x36 or 48x48. There should be at least 10 buildings, possibly a plaza.

Objectives

The player controlling the monsters must run around and crush, smash, and mutilate as many buildings and townspeople as possible before all the monsters are automatically rounded up at the end of Turn 8.

At the end of the game, add up all the Destruction Points the monster player has garnered. Compare your Destruction Point total against the chart below to find out how successful you were during your destruction spree.

19+ Destruction Points: City in Flames! - Monster win.
14-18 Destruction Points: Minor Rampage! - Draw.
0-13 Destruction Points: Round 'Em Up! - Watchmen Win.

Options/Variations

Place scores of townspeople (20 or 30). The monsters don't score from destroying buildings, only by killing townspeople.

If you play this way, make sure your town includes "dead ends" and "bottle necks" for optimum slaughter.

Special Rules

Causing Destruction

Should a Monster be in contact with a building and not engaged in hand2hand combat, they may cause destruction. By spending an attack action, the Monster goes about destroying doors, people, windows, setting fire to roofs and the like. You get a Destruction Point for each attack the Monster has. Keep track of these points on a scrap of paper. Each building may be attacked only once during the game for Destruction Points. Place a "ruined" marker on any building destroyed in this manner.

Monsters may gang up and attack a building all at once. When doing this, add together the total number of attacks the Monsters have. This is how many Destruction Points you gain, but you can only earn up to a maximum of 4 points in this manner.

Innocents

Innocents are controlled by the defender they may not run off a board edge, or even come within Long distance of a table edge (it's still scarier outside the town). Innocents are killed by any attack made upon them, for 2 destruction points.

Rout Tests

The Monster player may ignore Rout tests while the Watchmen begin taking tests at 75% casualties. If the Watchmen rout, the Monster player automatically wins.

Map Layout

18. Tug of War

(Wolfenburg)

Balanced | **Timed** | **WHFB**

Summary

Survivors in a ruined city fight to hold every inch of their destroyed homeland.

A skirmish that balances holding your own territory, with taking as much as you can from the enemy.

Description

The city has fallen in the continuous onslaught of a powerful attacker laying seige. The remenant of the defenders army stand strong, unwilling to let the enemy take one more step into what remains of their city.

***

Or, 2 gangs battle for territory in the most destitute part of town.

Who Goes First?

Roll a d6 for high number. Winning player chooses whether to deploy first or second.

Warbands

Defending Force

Build as a standard warband using the rules from SBH.

No mounted units of any kind.

Attacking Force

Build as a standard warband using the rules from SBH.

No mounted units of any kind.

Deployment

Both players roll a dice, the player who scores the highest can choose the side of the table to deploy his forces on.

Defending Force

Table Edge

Attacking Force

Table Edge

Battlefield

Players should place as much urban scenery onto the playing area as possible, creating an area of a ruined city. Played on a 24"x48" board the terrain represents a scant few city blocks. The city is utterly destroyed, buildings are bombed-out, lying in rubble, wrecked carts and corpses fill the streets. The board should be set up to represent this cluttered, ruined scene - although it could just as easily be played out in the woods between factions of elves, etc.

The scenery should be balanced across the board.

If the scenario isn't set in a city, make it just as cluttered with rocks, etc.

Options/Variations

Try a larger battle using SDS rules - it becomes far more strategic to hold the center.

This scenario is meant to be played multiple times with the same warbands. It's tactical possibilities will not be exhausted by even a handful of play throughs.

Map Layout

Objectives

The warbands fight to the death for a scant few yards of ground, perhaps a city street or alleyway. Measure a line across the centre of the board, exactly between the two players. This line represents the meeting of no-mans land.

At the end of the game the player with the most models alive on the enemy's side of the line is victorious - They have pushed the enemy back further than they were forced back.

Turn 10 is a mad scramble for position.

Special Rules

Game Length:
10 Turns.

Call to Battle
As parts of the city fall and soldiers have to fall back, they reinforce the few places they can.

At the beginning of each player turn any model (except personalities) which has been removed as a casualty may reenter play from the controlling players board edge on the roll of a 4+

Optional Special Rule:

Uncertain Victory

To make it uncertain as to when the game will actually end, you can roll to randomly determine the final turn.

Every turn after turn 7, roll 2d6.

On a result of 7 (the most common outcome):
Roll 1d6 - That is how many rounds are left.

On any other result:
Keep playing and roll again next round.

19. Silence the Watchtower!

Timed | **WHFB**

Summary

A Watchtower stands guard upon a hill... can they warn the town in time?

The attackers must take the watchtower before the beacon burns bright enough to send a warning.

Description

An advance scouting patrol is tasked with silencing the watchtower. The guards of the watchtower are the only obstacle between the invading army and the town they want to catch by surprise.

An elaborate "King of the Hill" style skirmish surrounding a "ticking timebomb" of sorts.

This scenario fits nicely in a campaign, as a precursor to a larger battle (give an advantage to the winner of this scenario for the next battle).

Who Goes First?

It's a surprise attack, the attackers go first.

Warbands

Can be played with the usual 300 pts. (or more, or less).

Defending Force

Exactly half the point value of the attackers.

No wizards. No Mounted forces.

Attacking Force

Double the point value of the Defenders.

No mounted forces (this is a scouting party).

Deployment

Defending Force

A lone watchment atop the tower.
One model within "Short" of the tower.

The remainder of the defenders must be placed more than "Long" distance from the southern edge of the tower.

Attacking Force

Within "Long" of the Northern table edge.

Battlefield

Using a space of about 24" x 24" to 36"x 36", set a hill in the approximate center. The watchtower is set upon the center of the hill.

Additional trees, walls and hedges are scattered about the table but none within Long distance of the tower.

Options/Variations

Adjust the balance of the warbands. If the watchtower crew seems to win too often, reduce them to 33% of the attackers points. If the watchtower crew doesn't seem to stand a chance, bump them up to 75% of the attackers points.

Map Layout

Objectives

The attacker's: The Attackers must break into the watchtower and silence the guardians before any signal can go up! At the end of the 6th and final turn, the Attacker must be in sole possession of the tower top to claim victory.

The defender's: Although not a heavily fortified position, the watchtower is there to keep an eye out for marauding forces. The watchtower is not designed to hold off an opposing army. It is, however, intended to give the rest of the realm a warning signal. This warning signal comes in the form of a beacon fire lit atop the tower. The Defender must last 6 turns, as that is how long it will take for the beacon to burn hot enough to produce a clear signal. At the end of the 6th and final turn, if there is a single active Defender (knocked down doesn't count) at the top of the tower than the Defender wins

Special Rules

Tower Door
The tower was more intended to survey the land and sound the alert on enemy attacks than to stop them. The door is locked and barred, but may be bashed using the rules from SGG.

Attacking Inside the Tower
When the door is destroyed, the Attacker is considered to be Medium Distance down from the top of the tower. Any attacker at the broken door can declare a move action to get in range of the defender. The watchman at the top of the tower is aware of the door being destroyed and will move to defend the doorway into the top. As long as a living defender is in the tower, an attacker can not get up the stairs to the top of the tower.

Attackers can stand one abreast on the stairs and attack any Defenders on the stairs or at the top of the watchtower. The watchman at the top gets the defended obstacle bonus.

Stalwart Defender
Defenders are immune to Rout Tests.

Optional Special Rule:
Tower Scenery
If you have access to a fully articulated tower, with removable roof and multiple floors, take the battle inside and disregard the "Attacking Inside the Tower" special rule.

20. The Sentinel

SpecialModel | **WHFB**

Summary

Great treasures are hidden in the ruins, but the adventurers must first get past the sentinel that guards the gate.

A band of adventurers must fight a massive creature and escape with their lives.

Description

2 statues silently guard the door...

A one verse many scenario. This battle can easily fit into any campaign where a group of adventurers must pass through a gate. Are they seeking treasure? Have they already found the treasure and must escape? Are they pursued by an army and must seek refuge in the cursed tomb?

Who Goes First?

The Sentinels attack first.

Warbands

Defending Force

1 Model. It should be Huge, Tough, and approx. 200pts

Attacking Force

A standard warband, but must have a model with Leader, and his second in command with Hero special rule.

Deployment

Defending Force

The sentinel begins on either side of the gate. If you deploy 2 models that match, label the real one on the bottom of it's base. The Attacking player doesn't know which statue will come to life.

Attacking Force

Within Long distance of the Northern edge.

Battlefield

This scenario requires a space of about 24" x 24".

The main feature of this battlefield is a massive open gate and wall; the wall is in a state of disrepair but still unscaleable and resistant to attack. On either side of this open portal are statues. One lies in a broken pile atop the pedestal, while the other is complete. Set up the table as shown below.
You can add other scenery pieces to the table in the form of rock clusters or palm trees if you'd like

Options/Variations

Make a grand walkway to the gate and line it with statues. Create a full warband of statues and label them on the bottom of the base. Hide your warband amongst the statues. The half of the statues that are real can ambush and flank the Attackers.

Map Layout
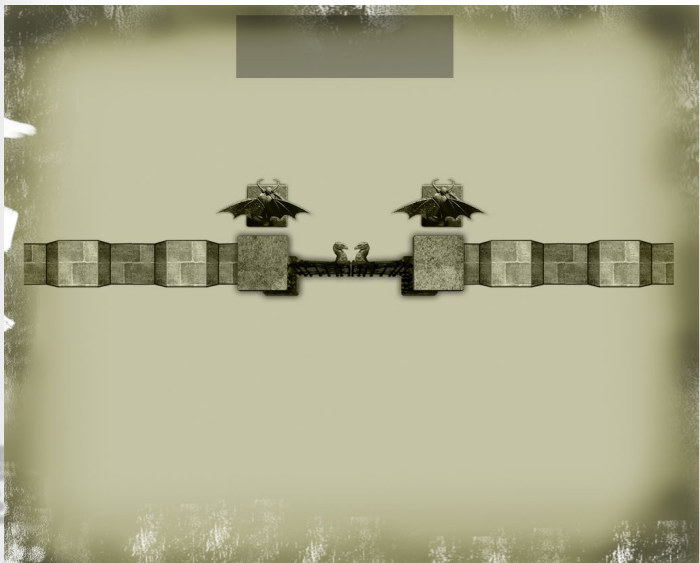
Objectives

The attacker's goal is to get by the Sentinel, but they must also eliminate it so it does not follow them into the ruins.

The defender's goal is to stop all intruders from entering the tomb.

The Attackers must defeat the Sentinel. In addition, the Hero or the Leader must survive, and 50% of the original number of troops must make it off of the far table edge.

If the Sentinel kills either the Hero or Champion (or both!), and 50% of the Attacker's troops, then the defending player wins the game.

Any other results will be considered a draw.

Special Rules

Bound Portal

Only when the Sentinel is "Fallen" can any unit pass the threshold of the gate.

Sandstorm

All shooting is reduced by one range.

21. The Chase

Timed · WHFB

Summary

The scene at the end of the battle when all discipline has broken and the victors give chase.

Can they escape before they are wiped out completely?

Description

This scenario could describe any situation where a weaker force is on the run from a stronger force dedicated to wiping them out. Are the fleeing forces refugees, soldiers of a lost battle, a group of highwaymen chased by the miliary, monks of a heretical religion, etc.

Who Goes First?

The Fleeing Troops get the first move.

Warbands

Fleeing Force

200 pts. This should represent the loss of order and the wounded men trying to escape. Half the total number of models may be mounted.

Choose your total number of models carefully. Fewer models means fewer to get off the board, but it also makes it easier to be reduced to 50% of your total warband.

Chasing Force

Make a warband using the standard rules in SBH (300 pts).

Only half the total number of models may be mounted (round down).

Deployment

Fleeing Force

The Fleeing side sets up all their models first.

Up to half the Fleeing models may be placed within Short of the center of the table. This group may not include any cavalry models.

The remainder of the force starts anywhere on the southern table edge.

Chasing Force

The Pursuing side sets up all their models last.

Two models are deployed anywhere on the northern table edge. The remainder are deployed evenly along the other three edges. Models that start on the southern edge actually start just off the table edge and enter in the Pursuer's first turn.

No Pursuing model may be deployed with Medium of a Fleeing model.

Battlefield

This scenario requires an area 24" x 24".
The terrain is open, with only a few trees, rocky outcroppings, and hills to block line of sight.

Players should take turns placing these on the table, but NOT within Medium distance of each other.

Options/Variations

Try a cramped city setting, forcing the fleeing forces to charge down alleys and into dead ends in a scramble to escape.

Map Layout

Objectives

The Pursuing forces must capture or slay as many of the fleeing troops as possible - the orders are "take no prisoners."
The Pursuers win if they destroy more than 50% of the Fleeing forces.

The Fleeing side must try to escape off the northern table edge with as many troops as possible. They win if 50% or more of their models make it off the northern table edge.
As the sun is rapidly setting, the Pursuing forces have 8 turns to wipeout as many of the Fleeing force as possible. After 8 turns any Fleeing models not engaged in combat but still on the board are considered to have made it off the battlefield, slinking away under the cover of darkness.

Special Rules

Time Limit

8 Turns.

Morale Checks

The Fleeing army makes morale checks as normal, but cannot be removed from the scenario due to failed rolls. They will always flee North if possible.

The Chasing army makes morale checks as usual. Any check due to lost number of models, if failed, results in an instant loss - it's not worth the casualities to slaughter the survivors.

22. Critters!
(Squig Hunters)

MultiPlay | Balanced | Timed | WHFB

Summary

Gotta catch em all?...

2 Groups compete to hunt the critters.

Description

This could be any type of critter being hunted by any type of warband. Use your imagination. Are they hungry kobolds, or elven rangers settling a bet? Is it a contest to be appointed the new royal huntsmen?

Either way, critters will be hunted, and the winner is the warband that gets the most, the fastest.

This scenario has a lot of special rules, but they don't impede the action at all. They create a frantic and humorous atmosphere of models running all over the board chasing things with nets.

Who Goes First?

Roll a D6, the player with the highest score can choose to go first or second.

Warbands

All Players

Both armies- create warbands as usual rules. Must have 1 leader. Up to 3 models may take special rule "Critter Net" for 0pts. The net model may only have 1 weapon - it cannot be ranged.

Deployment

All Players

.Mark off two 6" squares in opposite corners of the board. Both players roll a die; the high scorer may choose which box to set up in and then places all his models in this area. The other player then sets up his models.

Finally, each player may place one critter anywhere on the table as long as it is not within 12" of a Goblin model.

Battlefield

A 36" x 36" table or area is needed to play. In the very center of the table, place a small cluster of rocks that will serve as a marker for where the center of the table lies.

The rest of the board should be filled with plenty of cavenous items like rock clusters, stalagmites, and shallow pools. The more stuff your hunters have to search through, the more fun the game!
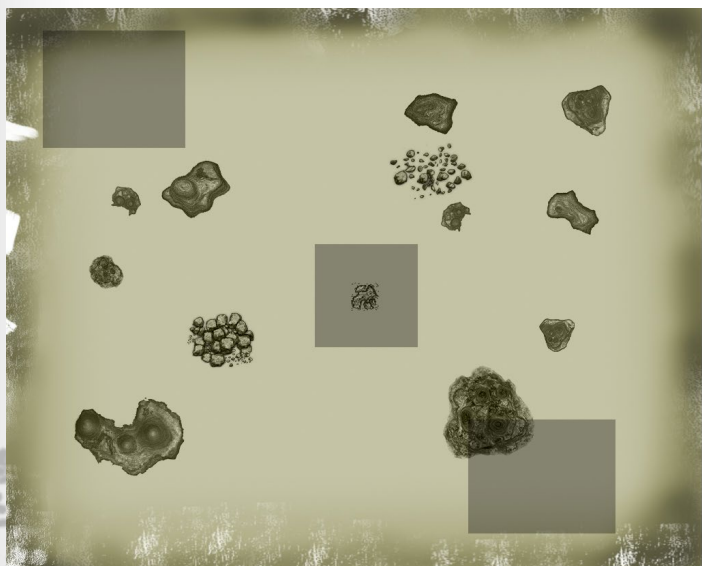
Objectives

The object of each critter hunting team is to be the first group to snag 5 tasty critters in 15 turns without getting their arms bitten off or heads caved in by the opposing team!

If neither side achieves this, then the team with the most critters will emerge victorious.

Options/Variations

Try it with 3 or 4 players!

Map Layout

Special Rules

Critter turn:

As there are plenty of models on the board that are not under either player's control, it's best to deal with them on their own special turn. We'll call it the "Critter Turn". During the Critter Turn, move and fight with every critter on the board. Both players can move models to help speed things up. The Turn Sequence will now go as follows:
1. Critter Turn
2. Player 1's Turn
3. Player 2's Turn

Moving critters:

Critters Don't Activate.

Roll 2d6. The critter moves in the direction from the lower dice to the highest (or use a scatter dice). On doubles, the rolling player picks a direction. The critter runs long distance that direction.

Knocking a critter out

Once you find a critter and charge into it with a critter Hunter, he'll have to knock it out so it can be netted up and taken out of the cavern.
To knock a critter out, simply hit it in close combat. Roll like normal hand-2hand - on any successful outcome, the critter is knocked out.

Once a critter is subdued, any model may drag it along by keeping it in base contact with the model as it moves. If a model is taken out of action while carrying a critter, leave the critter in place. At the start of the Critter Turn roll a D6 for each knocked out critter. On the roll of a 4+, it wakes up and immediately bounces off Long distance in a random direction as normal. If a critter Hunter was carrying it and the critter wasn't netted at the time, it's tough luck, the critter is gone now!

Netting a Critter

Netting a Critter is a simple matter of moving a model with a Net into base contact with a knocked out Critter and spending a single close combat attack to wrap it up. This happens automatically, so there is no need to roll. There can be no enemy models in base contact while you are netting a Critter. Any model may transport this newly netted critter as you would a knocked out Critter, but there is no chance of it getting free. Place a net marker on the critter.

Getting a Critter out of the cave

If a netted Critter or knocked out Critter is brought back within your deployment zone, it is immediately handed off to an awaiting character and taken away. Chalk up a Critter point for your team!

Finding more Critters

If your Critter Hunter's movement ends within Long of the center of the table, you can test to see if you manage to prod, scare, or dig up a Critter immediately. Roll a D6 if you roll a 4+ on the D6, a Critter turns up! Using the center of the table as a starting point, roll a scatter dice and place the Critter Long distance away from the hunter. If a "Doubles" is rolled for scatter, place the Critter anywhere you please.

23. Shove'em In

MultiPlay | Balanced | WHFB

Summary

a brutal gladiatorial contest of those captured in war.

A multiplayer battle of shoving each other into the pit full of spikes.

Description

There could be several possible stories around this scenario. The obvious (but still fun) scenario is prisoners of war forced to battle for the audiences amusement. An entire campaign can be organized around gladiatorial teams.

This scenario also works well with 2 bands of adventurers coming across each other in a dungeon (full of traps). When the floor opens up into a pit - the opportunists shove their competition into it.

Who Goes First?

Players roll to see who takes the first turn and then the player to the left goes second and so on.

Warbands

All Players

Each side:
Standard warband with a clear leader.

Recommended 3-4 players

Deployment

Defending Force

.Each player rolls to determine which player will set up first.

The highest rolling player then sets up their force no further than Long from the table edge of their choice.

The next highest rolling player then sets up no more than Long from either corner along the opposite board edge, and the last player sets up in the final remaining corner creating a triangular set-up for deployment.

If there are four players, simply set up each player in the center of a table edge.

Battlefield

The playing area should be 24" x 24".

In the center of the walled arena lies a pit, 6" square, containing a wicked assortment of stakes and spikes.

The remainder of the table has a sparse, even scattering of rubble and other debris.

Options/Variations

Instead of placing the pit in the middle, declare the edge to be all pit. Watch everyone gather in a bloodbath in the center of the table.

Map Layout

Objectives

The rules of the match dictate each player has the task of taking out-of-action the regimental leader of the player to their left, while keeping their own regimental leader safe from the player on their right.

The winner will be the last player remaining with a regimental leader in play. In the merciless depths of the fighting pits only the strongest may prove themselves worthy and win their freedom

Special Rules

Morale test
There is no morale tests. If a leader dies, their band is removed from the board.

The pit
If a model is "fallen" within Short of the pit, the model falls in. Any model whose base if forced to pass into the pit area fall in.

Any model that falls in rolls a d6, on a 4+ they are killed, on a 1-3, they hang on the edge,

Hanging From the Edge
Use the normal rules for "fallen" models. Models may pull themselves up on their next activation, using rules for recovering from fallen. A model hanging on, that is successfully attacked, is immediately killed.

Carrying a model.
Any model that is fallen within medium of the pit, during another players turn my be carried and thrown in to the pit (with a move action followed consecutively by an attack action).

Power Struggle
As the mercenaries battle to survive they will try to wrestle their opponents towards the pit.

If a model is facing the pit and hits their opponent with the result of "pushed back" , then the combat will move Short distance closer to the gaping pit.
If a model is facing away from the pit and hits their opponent with pushed back, the combat will spin so that the attacking model will now face the pit.

24. Send for Help

Summary

The only hope for the city under siege is a messenger and his brave guard getting word to reinforcements.

A contest of deception. Protect the messenger, while the doppelgangers distract the enemy.

Description

The defending force has four messengers, but only 1 is real. Another can take over if the real messenger dies. The last two are only decoys.

I can't think of many ways this mechanic can be thematically altered, but it does work for almost any story that at some point, a message must be sent.

The contents and importance of the message are what really matters to the campaign. Make sure and come up with 2 different campaign outcomes; if the message is delivered, or if the messenger fails.

Who Goes First?

Messenger goes first

Warbands

Messenger Force

The same point value as besieging force.
Must have:
- 1 leader - the messenger
- 1 reserve messenger - who takes over if the leader dies.
- 2 decoy messengers - labeled under base

Decoys are only revealed if killed or if exiting the table.

Any other troop as Escorts
No mounted units.

You do not need to declare which messengers are real.

Besieging Force

Slightly larger than the recommended point total in SBH (We recommend 350 pts), use standard rules.

No mounted units.
Must have a leader.

Deployment

Both Forces

The Messenger force deploys first. The Messenger player chooses the center of one long table edge as his **entry point**. A " Long" wide area in the center of the opposite table edge is his exit point.

The Messengers and escorts are deployed together within Long of the **entry point**.

The Besiegers are deployed last. They can be deployed anywhere on the table that is more than Long from the messengers and escorts, or the exit point.

Battlefield

The battlefield should have no impassable terrain, it should be a rectangle, either 24x36 or 36x48. It's a field on the outskirts of the besieged fort.

One short edge should be labeled as the "entrance", the opposite edge as the exit, there should be a "Long" space clearly marked as the exit.

Options/Variations

None Currently

Objectives

The attacker's goal is
The besieger's objective is to prevent any messengers from escaping the table. The outcome of this encounter determines whether reinforcements may arrive to help the besieged side in a later stage of the siege campaign.

The defender's goal is:
**The messengers' objective is to cross the table and leave it by the opposite edge. If one of the messengers manages to do so, he has broken through the besieger's vanguard and escaped to summon reinforcements.**

The game ends when either the messenger or the reserve messenger escapes the board, when both of these models are taken out of action, or when one side routs.

Special Rules

No special rules.

Map Layout

25. Pitch Black

Timed **WHFB**
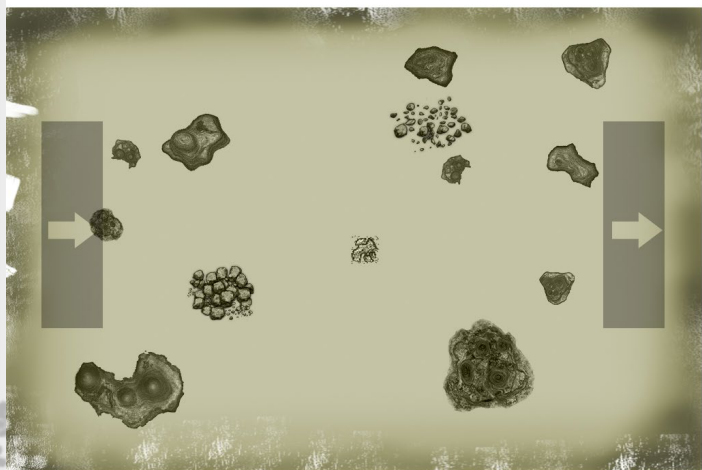
Summary

-a necromancer steals into a town on a moonless night, bent on getting revenge.

A peculiar scenario with rules all it's own. Can the City Watch figure out they are under attack before it's too late?

Description

This scenario is very hard to fit into a campaign. If you really want to shoe-horn it in, use it as the opening game to set up a story about dark magics.

When played outside of a campaign, it makes for a great scenario between the more serious ones (this scenario is purposefully random and unbalanced, and fun).

One player controls the City Watch, but only has control over those models who have noticed something is amiss.

The Other player controls a force of Evil Things that grow in number as they consume the souls of the City Watch.

What are the summoned Evil Things? That's up to you and your story.

Who Goes First?

The Attacking player strikes first as the watchmen have no clue that he is even in town!

Warbands

Defending Force

10 City Watch. Use any basic swordsman stats from SBH.

Attacking Force

The Necromancer. He is frail and all his energy is used in the summoning and control of the Evil Things he summons.
Any attack on the necromancer kills him instantly.
His move is medium, he has no other stats.

The Necromancer does not roll activation, he always receives 2 actions (to move or summon).

2 powerful Evil Things. Summoned demons, shadowy assassins, etc. 40ish pts each.

Deployment

Defending Force

Divide the table into nine equal 1' squares, like a big tic-tac-toe board.

Next, both players take turns placing a single watchman into each section. Do this for 6 of the watchmen.

The last four are placed into the center square of the table.

Attacking Force

Once all the watchmen are set up, place the cultist and Evil Things anywhere you wish.

Options/Variations

Give the city watch a Priest/Witch Hunter, who moves freely and can banish the Evil Things within Medium distance on a 2 action "exorcism" roll (3d6 quality - 2 successes required).

Battlefield

Using a space of about 36" x 36", set up a spidery network of city streets and buildings; the more terrain the better.

Use plenty of buildings, houses, ruins, statues, or trees (for a park area) to blanket the board in scenery. Really clog it up.
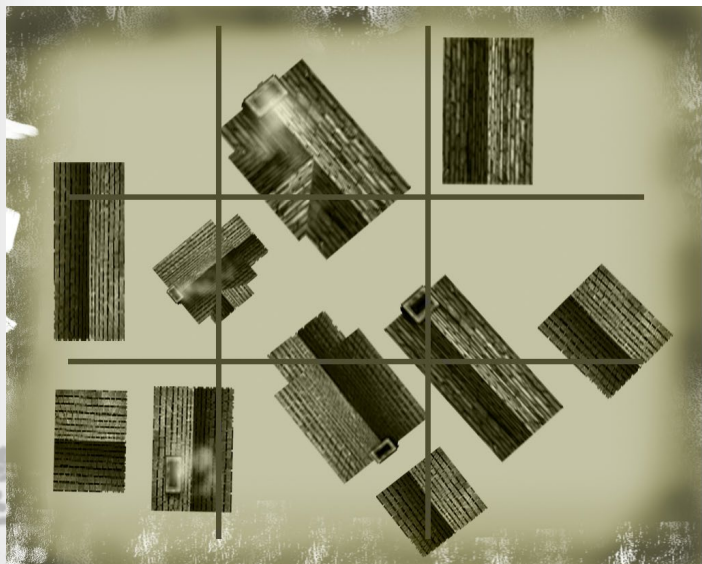
Objectives

The defending player must find and kill the cultist. This is no easy task with a bloodthirsty Evil Thing running around!

The attacking player has to kill as many of the 10 watchmen as possible and then get out of the town by leaving any table edge before the night ends.

The game lasts 15 turns

Map Layout

Special Rules

Watchmen Movement

At the start of each Defender's turn roll a d6. This is how many "aware" watchmen you can move Medium distance in any direction you please. The remainder must move randomly as they patrol the streets. Roll a scatter dice and move them Short in the direction indicated. You will have to use some common sense here. If you roll the scatter dice in the direction of a wall, roll again.

Spotting Things in the Night

Each watchman has a lantern that illuminates a Medium Distance area around the model. n Evil Thing, body, or Cultist is considered spotted if they come within the ring of a watchman's light.

Calling For Help

If at any point in either player's turn n Evil Thing, a body, or the cultist comes within the light of a lantern, the watchman will spot the object and call for help.

If this happens during the attacking player's turn, all watchmen within Long distance of the spotter will automatically move as the defender wishes during HIS own next movement phase. The defender may still roll a D6 to see how many "aware" watchmen move in addition to the models within Long distance of the spotter.

If this happens during the defender's turn all watchmen within Long distance of the spotter that have not moved yet will automatically move as the defender wishes (they may run or charge as you please) and the spotter himself may charge the Evil Thing. These watchmen do not count towards the previously rolled d6 amount of "aware" watchmen.

These effects last for one defender movement phase only. You have to continually spot your prey in order to track it and kill it. So simply spotting the creature once is not enough, keep at it!

Terror in the Dark

The exception to the Calling For Help rules is if the Evil Thing begins its movement from outside a ring of lantern light and charges a watchman. The single watchman is taken unawares in the dark and may not call for help unless he either survives the attack or is only fallen. He will then call for help and the above rules will be in effect. When the Evil Thing attacks in this manner, it automatically kills the watchmen.

Evil Thing Instability

The cultist must stay within 2xLong distance of his Evil Things or else they will simply disappear from play. Check for this at the end of the attacking player's turn. *Note: The cultist player may never check this "safe" range except at end of the turn. He must make his best guess when moving the models, and not let them get too far away.*

Dead Watchmen

Each Watchman that is killed must be left on the board. The Evil Things work with speed and have no time to dispose of the bodies.

Summoning more Evil Things

Each Cultist activation you can attempt to summon another Evil Thing. To do so roll a D6 and add +1 for each watchmen killed thus far. If the total is 7 or higher, place another Evil Thing anywhere within Medium distance of the cultist. Once you successfully summon n Evil Thing, the +1 bonus to the summoning roll for each previously slain watchman is lost, and a new tally begins.

Rout Test

Ignore the routing rules for this game; both sides will fight to the death if need be.

26. The Trap is Sprung

WHFB

Summary

2 vampires are caught in town and must escape with their lives.

An "escape from the board" scenario with 2 powerful models versus a small army seeking to destroy them.

Description

Who said they have to be Vampires? Maybe it's just a Bonnie & Clyde crime couple being chased by the militia.

An invasion force in the palace, only one stalwart knight must get the sorceress to safety.

This scenario can be played in a campaign using the warband's leader in place of the Vampire, and either a 2nd model from the warband, or an NPC model controlled by the player. The Attacking player uses his leader as the Lead Hunter and nominates an apprentice from his warband. The 6 town guard models are the rest of the Attacking players warband.

Who Goes First?

The Vampires smell the trap and quickly make their move to escape! They get to go first.

Warbands

Defending Force

The Vampires:
Lead vampire - 125 pts Personality.
His Bride - 75pts

No mounted units.

Attacking Force

Vampire Hunters:
Lead hunter 75pts Personality
Apprentice hunter 40pts
6 town guard w/ crossbows (use any generic guardsman from SBH)

No mounted or flying units.

Deployment

All Forces

First, set up The vampire & the bride in the center of town within Short distance of the statue or fountain in the town square.

After the Vampires have been set up, place all the Watchmen models in hiding about the board. Be sure that none of the hiding models are within Long distance of either Vampire (use ambush rules from SBH).

The 2 hunters set up at the southernmost Vampire exit point.

Finally roll a D6 and consult the map to see which table edge point the Vampires must escape from.

Battlefield

Using a 24" x 24" space (36" x 36" for extra challenge), set up a small town square with a statue in the center.

There should be a crossroads that meets in the center of the town and exits at four points of the table. These four points are important to gameplay.

Scatter some buildings and ruins all over the table as well. See the map to the right for suggested set up.

Options/Variations

Make the Bride even weaker, someone the Vampire needs to protect (15 pts). Make the only Vampire victory condition that she escapes alive.

Map Layout
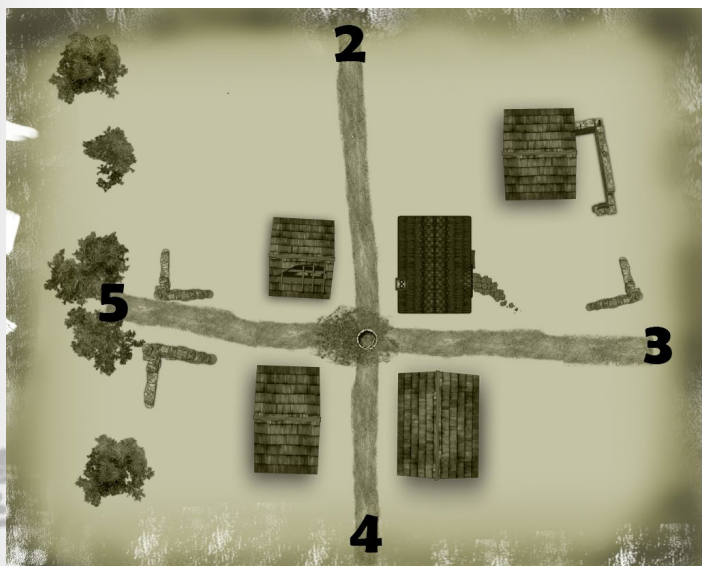
1,6= reroll

Objectives

The Vampire Hunters must slay BOTH Vlad and Isabella to claim victory.

The Vampire player needs to have at least one of the Vampires escape to win the game.

Special Rules

'Till Death Do Us Part

Should one of the Vampires be slain before exiting the map, the remaining Vampire will then have no choice but to kill every enemy model on the table before being allowed to escape. Vengeance must be had!

The Mist

Due to a heavy mist that has rolled in from the South, all shooting ranges are reduced one step.

Escaping

When both Vampires have made it off the appointed "escape" table edge point, the player must roll a D6 to see if they have made good their escape. If one Vampire has already made it off the table, and the other Vampire is slain, go straight to rolling on the table below and ignore the "'Till Death Do Us Part" rule above.

Escape Table:
1-2: Escape! - The vampires disappear into the mist and escape to ponder just how they managed to fall into this trap so easily...

3-6: Damn this Fog! - Vlad and Isabella have become turned around and find themselves in a new section of the misty town. Remove all the hunter player's models from the board. Place the Vampires (if they are both still alive that is!) at any random exit point on the board (Roll on map). They must now escape via the opposite table edge exit point. Next, place 6 fresh Watchmen models in hiding as before
.
The Vampire player then starts a new turn sequence with The Hunters (if they are both still alive that is!) coming into play one full turn later right behind the point where the Vampires entered. The Chase is on!

27. Water Rights

Summary

- after days lost in the desert, the thirsty band of adventurers discovers an oasis, but it's guarded...

A relatively standard skirmish, but one warband is dying of thirst and must drink from the oasis or die trying.

Description

The original scenario called for 4 monsters to be defending the oasis. This is a perfectly acceptable way to play it, but a bit hard to work into a campaign.

If you are placing this scenario in a campaign, the 4 models will just be the part of the warband that was left to guard the oasis while the rest went on a scouting mission.

The thirst rules make this a hard scenario for changing the setting, but nothing says that the warband wasn't poisoned by an evil alchemist and must get to the table with the antidote at the center of the map.

Who Goes First?

Attackers go first, they saw the defenders coming across the desert hills.

Warbands

Attacking Force

Per standard warband rules in SBH.

Defending Force

Beasts, an unfriendly tribe, or a small part of a campaign warband.

4 model limit, approx. 50 pts each.

Deployment

Attacking Force

The Attackers start on the northern table edge, up to Medium distance in.

Defending Force

The Defenders are placed around the southern edge of the oasis, touching it where possible.

Battlefield

This scenario requires a space of about 24" x 24". For a greater challenge, use 36" x 36" (although this increases the distance the thirsty units must travel to quench themselves).

The main feature for this battlefield is an oasis which is placed in the center of the table. The oasis should be no larger than 8" x 8". Small groups of palm trees and rock clusters can then be placed about the board.

Do not make the path to the oasis impossible to cross, but a few impediments can spice things up.

Options/Variations

Have 2 full warbands enter from opposite sides of the board, both dying of thirst.

After 8 rounds, the winner is the warband with the most models in base contact with the oasis (they have control over it).

Map Layout
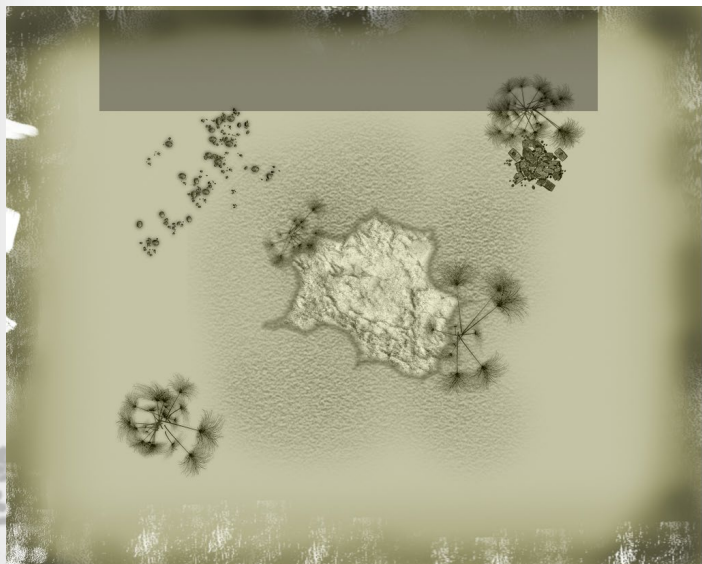
Objectives

The Attackers are traveling at night and need to reach the oasis before the sun comes up or they die of thirst. The Defenders are used to fending off people and animals lured in by the life-sustaining oasis.

If at the end of the game there are 50% or more of the starting points of Attackers' models remaining, then the Attacker wins. If there are fewer than 50% of the Attacker's remaining, the Defender wins and the feasting can begin.

The Attackers need to get to the oasis and drink, and they need to do it before the scorching sun rises. Therefore, the game ends after eight turns, at sunrise.

Special Rules

Time Limit
The game ends after turn 8.

Dying of Thirst
The Attacking forces have been stumbling through the desert for many days now and are all on the verge of dying of thirst. The Attacker's force may not march move, and at the start of each of the Attacker's turns (starting with the first) you must roll a D6 for each model in the force. On a roll of a 1 the model has succumbed to the baking heat of the desert and you need to remove the model as a casualty.

Once a model moves in contact with the oasis the effects of the Dying of Thirst special rule are ignored.

Rout Tests
The Attackers are desperate for the cool water of the oasis and will automatically pass any Rout Test they are forced to take. The Defenders will not rout either, control over the oasis is priceless.

28. Magic Rock Mine

Balanced | **Timed** | **WHFB**

(Warpstone Raid)
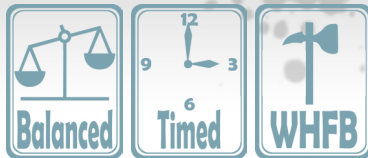
Summary

There's a mine where dangerous and valuable gemstones can be found. The pit boss is powerful and his crew are formidable, but the magic rocks are more dangerous than either.

It's a little like capture the flag, but there are unlimited flags, and the flags can kill you.

Description

As written, the scene consists of a warband working a mine in search of precious and dangerous magic rocks. An enemy warband attacks, hoping to steal the excavated valuables, or at the very least, kidnap the leader to exchange for the rocks.

This is not the only story that can be told with these rules.

For example, it could be the treasure room in the palace, except full of cursed artifacts. The guards can't let you leave with any of the artifacts, but maybe if you took their captain hostage...

Who Goes First?

Attackers go first, as the defenders are still working.

Warbands

Defending Force

Per usual SBH rules.

Must have a "pit boss" who runs the mines - leader, very powerful.

In a campaign, your leader can take the role of the Pit Boss.

No mounted units, horses can swing pick axes.

Attacking Force

Per usual rules in SBH.

No mounted units, the terrain is too treacherous.

Deployment

Defending Force

The defenders must be deployed anywhere Medium distance from the Magic Rock pile.

Any closer and the mutating properties of the Magic Rock might mutate them.

Attacking Force

The attackers are deployed among anywhere within the forest scenery on their side, awaiting the ambush.

Battlefield

An 18" x 36" area is ideal for this type of game.

The defenders are working on the northern edge of the table and the attackers enter from the south.
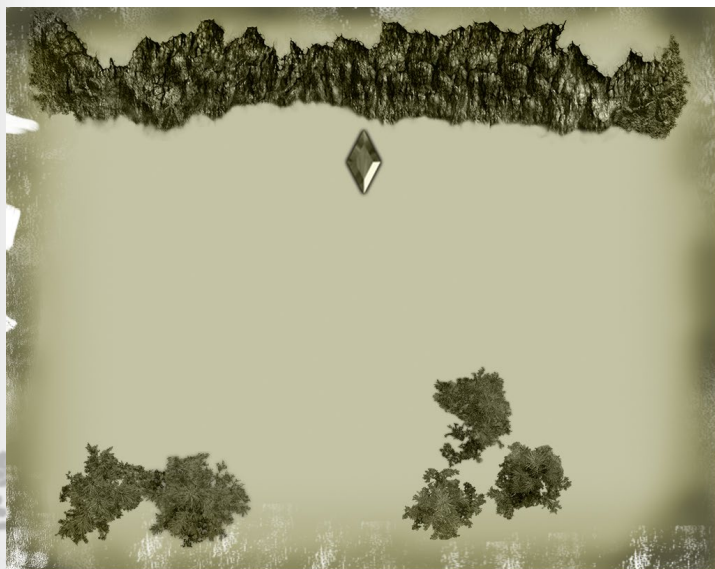
The Magic rock lode is placed in the center of the battlefield in front of the cliffs on the defenders' edge of the table. Clumps of trees should be placed along the attackers' edge of the table as suggested by the map.

Options/Variations

None Currently

Map Layout

Objectives

There are six Magic Rock tokens in the defender's find.

The objective for the attackers is to escape off of the east or west table edge with 3 or more Magic Rock tokens without turning into gibbering mutants, and/or capture and escape with The pit boss for ransom.

The game will end and the attackers will win at the finish of the turn that they accomplish either objective.

The objective for the defenders is to protect the Magic Rock at all costs for at least 10 turns. If after 10 turns, the Attackers haven't claimed victory, they will fall back to re-evaluate their strategy and the defenders will win.

Special Rules

Get the Magic Rock!
The cache of Magic Rock is particularly deadly as it was taken from a fresh fall and therefore its mutating properties are even more toxic and dangerous than normal.

To capture a Magic Rock token, a model must simply touch the token and announce that they are picking it up during their Movement phase.

Rocks are Heavy
While carrying a Magic Rock token the defender's effective Combat score is 2 and their movement is reduced by 1 category.

They will drop the Magic Rock on the spot if they are stunned or go out of action during combat.

Mutation Roll
At the end of every player turn after a model has picked up a piece of Magic Rock, starting with the first, roll 3D6 each for the Magic Rock carrier and any models touching it. On a 13 that model is transformed by the Magic Rock into a gibbering mess of flesh, bone, fur and goo due to the hid-

eous radiation of the foul rock and is removed from the game. A model may only carry one piece of Magic Rock at a time.

The Pit Boss
The pit boss is tough and experienced and is more than a bit hard to handle for an average Raider. If the Pitboss is taken out of action it will take at least 2 Models to carry him off the board for interrogation. Simply move the Pitboss model along with the capturing models to represent his being carried off the board. If either of the models carrying him is taken out of action, then he cannot be moved again until at least 2 Attackers are in contact to carry him.

29. Infiltrate!

Balanced | Timed | WHFB

Summary

Spies must sneak in and burn the warehouse.

A mostly balanced mini-siege in which a building must be protected or destroyed.

Description

When a fortress is facing a siege, their most precious resource is their food and supplies - that determines how long they can hold out against the attacking army.

In this scenario, a group of spies must breech the wall and set fire to warehouse containing those supplies - ending the fortresses ability to resist.

Anything of importance could be in that building, though. This scenario is incredibly open to having a story overlayed on it's mechanics.

Who Goes First?

The spies have the 1st turn.

Warbands

Defending Force

Sentries:
As usual SBH warband rules, but 15% more points than the attackers.

Attacking Force

Spies:
Per usual SBH rules, no mounted.

Any ranged units have flaming arrows.

All attackers carry torches.

Deployment

All Forces

The sentries are deployed first, and they may be deployed anywhere within the circuit of the walls or actually on the walls themselves.

Each sentry must be deployed at least 6" away from other sentries.

The spies are deployed afterwards, all together on any one section of the walls chosen by the Defender.

If they are placed on a section occupied by sentries, the spies will start the game in hand-to-hand combat with the sentries.
Note that only one model per sentry needs to be in combat, although you can gang up with more if you like.

Battlefield

The setting for this battle is somewhere within the walls of the fortress. Set up the fortress walls and towers so that at least half the table is enclosed within the circuit.

Put as many buildings as you have inside the walls, arranged in streets. Buildings must be placed at least Medium distance apart.

The Defending player then nominates one of the larger buildings to be the warehouse.

Options/Variations

Map Layout

Map Pending

Objectives

The sentries' task is to guard the warehouse and stop enemy agents from sabotaging the stores.

The spies' objective is to sabotage the supplies stored in the warehouse. They intend to do so by torching the building and, hopefully, escaping in the ensuing confusion.

The scenario lasts for 10 turns or until all the spies are dead.

- **If all the spies are taken out of action or if the warehouse is not on fire at the end of 10 turns, the Defending player wins.**

- **If the warehouse is on fire at the end of 10 turns, the Attacker wins.**

Special Rules

Time Limit
The game ends after turn 10.

Determination
No morale checks, too much is at stake

Night time
Regular modifiers apply

Burning the warehouse
Rules found in SWW.

30. Labyrinth

Summary

Nothing impedes an escape attempt quite like a hedge maze.

Maybe it's an escape from the palace after a failed assassination, maybe it's smugglers using an abandoned sewer structure to get out of a city, whatever it is, there's a maze, runners, and pursues.

Description

The scenario is fun, but not balanced, as written. It emulates a frantic and daring escape (try this one in Flashing Steel!) where it seems like the entire world is out to get you.

In order to put it in a campaign, it is recommended you run the scenario multiple times; once with each warband as the Runners since the Chasers are too numerous to be replaced with a warband.

The story possibilities are slightly limited to locations where mazes are (hedges, dungeons, hospitals, etc.), but the reasons for the escape are limitless.

Who Goes First?

The Chaser player goes first.

Warbands

Runners

Runners: An obvious character leader and his crew, built by standard rules in SBH.

Chasers

"the Duke" - the leader of the chasers.
Up to 10 swordsman
Up to 10 archers
Up to 5 hounds/beasts

Use general listings from SBH

Deployment

Runners

The runners set up in a 6" x 6" square at the center of the table.

Chasers

The chaser player places 2 models at each of the exits.

Battlefield

You will need a 24" x 24" table for this scenario, or mark off that area on a larger table.

Within that area, set up a series of walls and hedges in a maze-like pattern. One way to do this is for each player to take turns laying down one wall at a time until all the walls and hedges are used or both players agree that there is enough terrain on the board.

A suggested layout is below.

Options/Variations

Map Layout
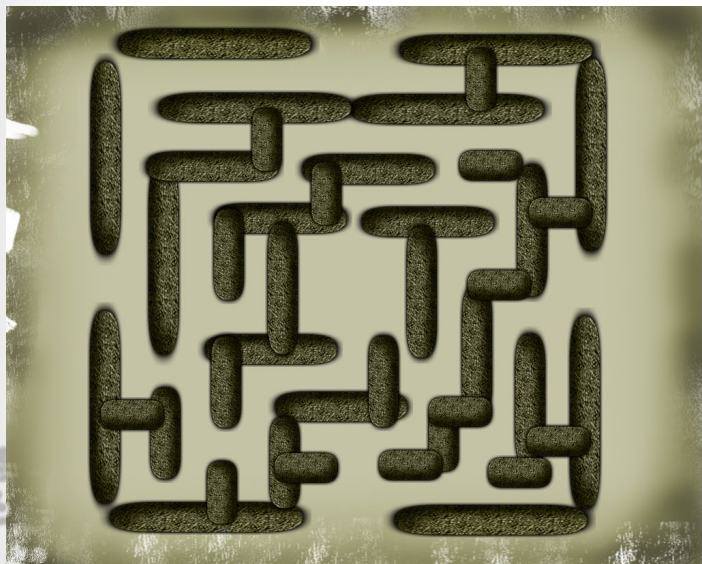
Objectives

The runners must fight their way out of the maze with the stolen plans. If the runner leader escapes the maze, the runners win.

The Duke's troops must catch the whole band in order to claim a victory.

If runner leader is captured, but some of his men escape, then the scenario ends in a draw.

Special Rules

Trouble at Every Turn
Every time Runner leader's band turns a corner, roll 2D6 and consult the following table. Place new models at least Medium distance away unless noted otherwise.

2- I have you now! The Duke, armed and ready, enters the battle.

3-4- Surprise attack! 4Men-at-ars charge the brigands.

5-6- Shhhh! Someone's coming. A rustle in the hedges alert the Runners. They may not move this turn except to fight back in combat.

7-8- Whiz, snap! The Runners are attacked by 3 bowmen firing from the next corner in the maze.

9- 10- Bowwow... Place 2 Men-at-arms and 3 hounds at any entrance to the maze. They may move normally.

11- A weak spot! You may make a hole in the hedge anywhere along your movement phase; room enough for two models to pass through side-by-side. If this allows the group to escape, go straight to Escape?!

12- Roll twice on this chart.

Escape!?
When Runner leader moves through an exit to the maze, roll a die:

1-4) Runner leader and the remnants of his band escape! The Runners win!

5-6) Wrong Turn! The remaining Runners set up in the 6" x 6" area in the middle again. Try to escape again.

Any of the Duke's men currently in the middle are moved Long distance from it, down a corridor.

Impenetrable Walls
The bush walls, ivy and thorny holly is incredibly thick and even towers over a man on horseback. Models may not attack other models over or through a row of hedges. Even arrows or bullets are lost among the dense branches and leaves.

Route Test
No route tests, the Duke will throw away men all day. The Runners are already trying to escape.

31. Collapse the Tunnels

Timed | **WHFB**

Summary

They came out of the walls, it was all we could do to hold them off...

A battle underground. The attackers burst through the walls at random places. The defender's warriors must keep the miners safe while they collapse the tunnels.

Description

An underground siege! We call the defenders the "miners" and the attackers the "diggers", but make your own story. This scenario is best for a one-off battle.

Using this scenario in a campaign is tricky because there is only one true warband on the field.

The Defender fields a normal warband, and their special miners (who are not very good at combat).

The Attackers field units in waves of specific point values.

You can fudge the scenario to incorporate a second warband, but the balance becomes tricky.

Who Goes First?

Diggers take the first turn.

Warbands

Defending Force

A warbands per SBH rules, this is the Guard:
Guard - a warband sent to protect the weak miners while they do their work.

Also:
Miners - 8 to 10 miners and a miner leader
C2 Q5+ Special Rules: Miner, (Leader)

Attacking Force

5 tunneling teams - 3 diggers at 15 pts each.
Undetermined number of 40 pt mini warbands.
1 leader - 45 pts

Deployment

Defending Force

The Guard may start anywhere in the Guard room.
The Miners may start anywhere else on the table - but not within Medium distance of each other.

Attacking Force

The diggers will enter onto the board depending on which tunnel they open up. This is found under Special Rules.

Options/Variations

None Currently.

Battlefield

The gaming board should be 24" x 24" representing a mineshaft and Guard Room or castle basement. There are a few obstacles (pillars, minecarts, etc.) as befits a working mine or dungeon.

There are 6 entry points, as marked on the map.

Objectives

The Defenders objective is to have a Miner collapse every Tunnel, preventing it from being used.
The Attacker objective is to end the game with as many open tunnels as possible.

To determine who won, add up the number of tunnels still open or closed. If there are more opened than closed, it is a digger victory. More collapsed tunnels than open ones is a miner win. Equal closings and openings results in a tie.

The game always lasts at least three full turns, but after which, it will end if:
All the existing holes are Collapsed (not necessarily Blocked), the Defenders are entirely wiped out, or the end of the 10th turn.

Map Layout
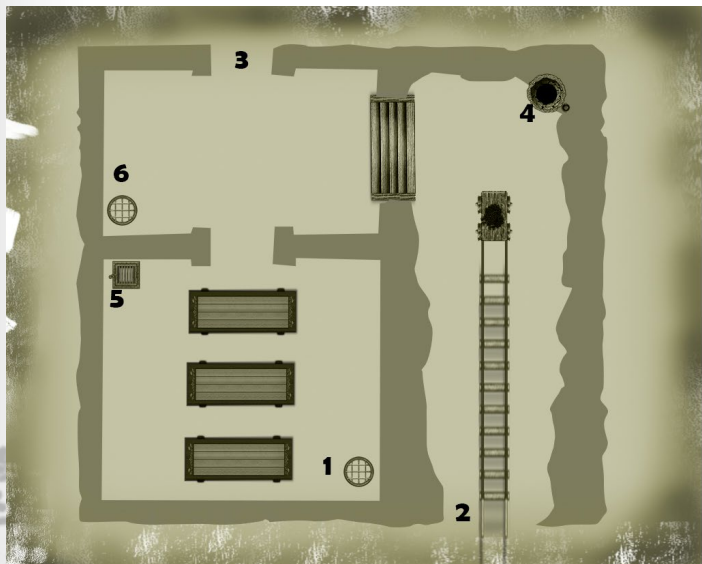
Special Rules

Digger Entering Rules
Each Attacker turn roll a D6 and consult the following chart to see what happens:

1	Stuck in the tunnel - no digger reinforcements this turn.
2-5	Invaders from below - roll to see where they come on board using the following chart. If the entry point says "tunnel" the first time it is used the digger player must select one of his tunneling teams, otherwise it's any 30 point group.
6*	Cunning Plan! 30 points of invaders can be brought on through an open entrance of the Digger player's choice.

The first time the Digger player rolls a 6 they may also include the Leader with their troops.

Enter Through Where?
As noted on the map, there are 6 different entrances for the Digger. Roll a D6 to see where the vermin spring out from:

1	The well in the Guard room isn't fit for drinking anymore.
2	Up from the darkness of the mineshaft!
3	The northern doorway is breached!
4	The *tunnel* in the northern end of the mineshaft!
5	The *tunnel* in the Guard room!
6	The tile is loose! The Diggers come in from a *tunnel* below.

Tunneling Teams & Reinforcements

Anytime a Tunnel (4-6) is rolled on the entrance table, and it isn't open yet, a Tunneling Team has to enter first. If a tunnel is rolled that is open, you may reinforce. Non-Tunnels (1-3) always reinforce.

As the Diggers burst through the tunnel they are considered to be at half movement rates the turn they come on board, measuring any distances from the tunnel edge.

Diggers Reinforcements are not allowed to reenter from a tunnel that has been Blocked. If the Diggers player rolls an entry point that is sealed, they will have to do without reinforcements for that round.

Collapsing a Tunnel
Only Miners are allowed to collapse Diggers entrances. You may only attempt to "plug" a hole after Diggers have issued from it at least once. A Miner who is in contact with the tunnel, but not in base-to-base with an enemy is allowed to attempt to collapse the entry point. By using an attack action against the tunnel (C2) the miner can close the tunnel. Each miner in base contact gives a +1C to the miner trying to close the tunnel (up to +2).

If the Miner doubles the tunnel's C, place a blocked marker over this entrance, which can no longer be used by the Diggers.

32. Slaver Raid

(Dark Elf Raid)

WHFB

Summary

They come in the night to steal away the unsuspecting townspeople.

The attackers invade at full strength, but the defenders have to spend the opening rounds mustering their forces.

Description

This scenario fits nicely into a campaign. The uneven balance in the first round adds some excitement, but eventually balances out.

The point based objectives reduce the body count, by changing the focus from slaughtering the other team to fighting over the treasure.

The story can be shifted to fit any situation where there is a quick strike to seize valuables and escape just as fast.

Who Goes First?

The Slavers move swiftly and take the first turn.

Warbands

Defending Force

Per Usual SBH rules.

Or current campaign Warband.

Divide into 3 groups for deployment.

These groups do not need to be perfectly even point distributions, but should be as close as reasonable.

Attacking Force

Usual SBH rules, or current campaign Warband.

Deployment

Defending Force

The Defending player places his first group of models within 2" of the center building.

This first group must be the one out of the three that costs the least amount of points.

Attacking Force

The Attackers set up anywhere in their deployment zone. (See map)

Options/Variations

Battlefield

Using a 24" x 24" space, set up a small coastal village.
You will need 10 small fishing huts, or buildings of some sort.

Split the board into four 12" x 12" quarters. Place one building in the center of the board and then take turns placing 3 buildings in each table quarter except for the southwest quarter of the table.

Now take turns putting a single villager counter or model next to each hut.

Objectives

The Slavers are attempting to set up a perimeter, find villagers, kidnap as many as possible, and get out before local forces become too strong. The game ends when either all the Slavers have been slain or routed, or there are no more villagers left on the table.

7+ Villagers captured: Victory
5-6 Villagers captured: Draw
1-4 Villagers captured: Loss

The Defending player is trying to stop the evil Slavers from performing this dastardly act!

Map Layout
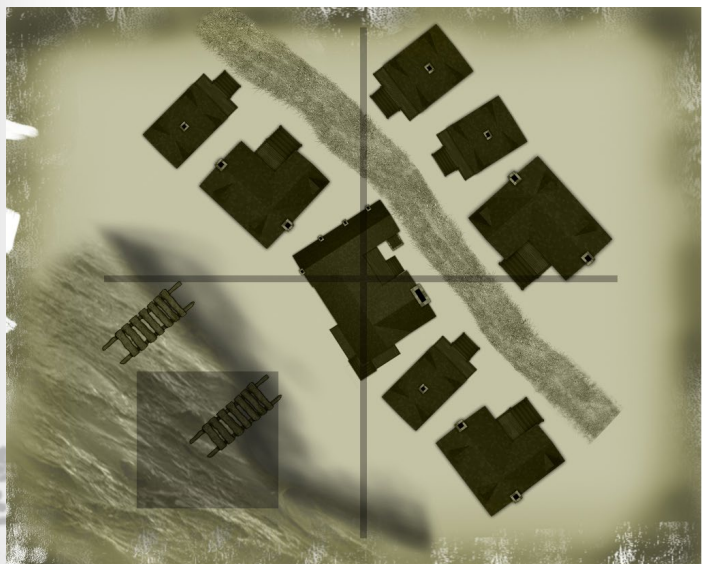
Special Rules

Defender Reinforcements

As time passes, more and more defenders will come to fend off the attack.

On Turn 4 the defender may bring in his Group Two models.
On Turn 7, Group Three appears.

All reinforcements move in from the northeastern corner edge of the table.

Capturing Villagers

To kidnap a villager, an unengaged attacking model simply has to move over a villager counter during their movement phase.

They do not need to stop. This does not further effect the Slaver's movement in any way. (They are really good at this kind of thing!)

You may only carry one villager at a time.

If a Slaver is forced to fight in close combat while in possession of a villager, all of his attacks are at -1C. If the Slaver is Fallen for whatever reason, the villager will Break Free.

Breaking Free

When a villager Breaks Free, they will run for safety! At the start of each Defending player's turn, roll a d6 for movement distance. Move each villager toward the north or east table edge, whichever is closest.

1-2 Short Distance
3-4 Medium Distance
5-6 Long Distance

Please note that you do not roll to move villagers that have yet to be kidnapped from their building! The counters next to the buildings are merely there to keep track of which house has been raided so far. Only roll to move villagers that have Broken Free!

Taking Villagers
Back to the Boat

Once a Slaver with a villager moves off any table edge within the Slaver deployment zone, the villager is gone. However the Slaver can return for more at the start of the player's next turn! Before Activation starts, return the slaver to the deployment area.

Rout Tests

The Slavers are determined to get the job done so don't begin taking Rout tests until they are at 50% of their starting numbers. The Defenders however, can ignore the Rout test completely! These are their friends and families being attacked.

33. Gate Crashers

WHFB

Summary

The attackers have tunneled into the castle courtyard with plans to open the gate for their invading comrades beyond the walls.

A battle where actions must be split between killing the enemy and raising the gate.

Description

A battle surrounding the mechanism that opens the gate. Each warband tries to destroy the other while the Attackers attempt to open the gate, and the Defenders try and lower it.

This scenario is not really meant for campaign play. The Defender warband is meant to be a swarm of weaker models. In a campaign warband, the model strength is typically higher and will unbalance the scenario.

Who Goes First?

Attackers take the first turn, it's a surprise attack!

Warbands

Defending Force

500 pts, a minimum of 12 models, one leader

In a campaign, use your campaign warband, supplemented with 200 pts or models to get up to the 12 model goal.

Attacking Force

Usual 300 pts, one leader

In a campaign, use your campaign warband.

Deployment

Defending Force

The defenders are caught unaware, and only four models may start on the table; they must be at least Long distance away from the attackers.

Attacking Force

The attackers pop up in the courtyard having tunneled under the wall. See Special Rules for the attacker deployment.

Battlefield

The battle takes place inside the castle in a courtyard where the Miners have emerged. The gate mechanism must be placed on the Bretonnian side of the battlefield. The entire playable surface area measures 24"x24".

Options/Variations

Map Layout
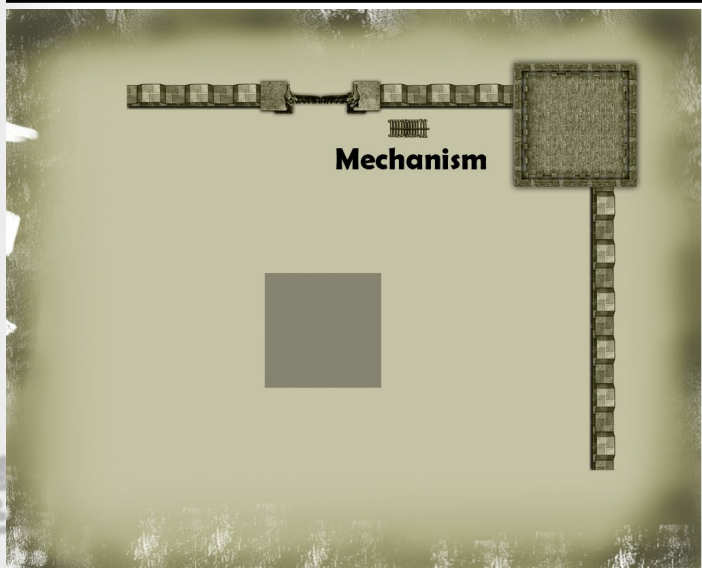
Mechanism

Objectives

The attackers must reach the gate mechanism and destroy it to win. The defenders must stop them!
The game last 8 turns, at which time overwhelming defender reinforcements arrive to stop the attackers.

Special Rules

The Gate Mechanism

The gate mechanism that the Attackers must open takes 6 actions in a single turn - its a wheel crank. If less than 6 actions have happened, the gate isn't locked open and starts closing again.

Use a dice to mark how many actions have been allocated to the Gate. Each action used to open the gate makes the dice count up. Every action used for anything else makes the dice count down.

Example: Model 1 uses 2 actions on the Gate - the dice reads "2." Model 2 must use 1 action to move within range - the dice drops to "1." Model 2 uses it's second and third action to raise the gate - the dice raises to "3."

If the Dice reaches "6," the gate is Open.

The attackers can allocate their actions to this apparatus even if they are engaged in combat, but receive a free hack per action allocated (you can fight or turn the wheel). The Gate must be opened! Using this device will open the castle gates and allow the entire attacking army to swarm inside.

Defenders can spend actions to lower the gate the same way.

Dig Dug

The attackers have dug under the castle wall and emerge in the courtyard. Place the leader in the center of the table.

Use the scatter dice to find the exact location for each of the invaders, placing them short distance from the leader

Defender Reinforcements

During every defender activation phase, three additional Defenders can enter the battlefield through the door at the Southern end.

The defending player decides which of his models (from those still available) will enter on any given turn.

Recycling dead troops is allowed, but once all models listed have been deployed, reinforcements stop coming until more defender casualties occur.

WH. Template

Summary

Description

Who Goes First?

--

Warbands

Defending Force

Attacking Force

Deployment

Defending Force

Attacking Force

Battlefield

Options/Variations

Map Layout

Objectives

The attacker's goal is

The defender's goal is

Special Rules

Mordheim Scenarios

Table of Contents (Mordheim)

0a. Introduction

Setting

These scenarios all have very similar terrain requirements (a ruined fantasy city). Feel free to play these scenarios that way if you wish. In the process of stripping out the lore, these scenarios will only describe the terrain needed for the scenario mechanics.

What About Wyrdstone?

Wyrdstone is the most valuable object in Mordheim. For the sake of GW property rights, we will call it Gemstone (or Power Loci if you are playing these in the Hour11 original setting "The Blight"). If you are playing a campaign and want to heavily utilize Mordheim scenarios, we recommend establishing some form of valuable goody to search for (like Scrap in GorkaMorka). It can be anything, but it helps if it is colorful and gives the world some flavor.

Campaigns & One-Offs

The scenarios will assume you are playing by Songs of Deeds and Glory campaign rules. If you are not, it should be easy to tweak the scenario for a one-off match. Some of the scenarios will assume you have access to other Ganesha Games books. Feel free to make up rules to stand in where you don't have the book referenced (like shallow water rules from Song of Wind and Water).

Victory Points

In all possible instances, victory point based outcomes have been substituted for the usual all or nothing victories of Mordheim. There is often times a lot of different objectives in these scenarios. You may find yourself totalling up a lot of VP. It doesn't matter how matter you end up with, just that you end up with more than your opponent.

Scenario & Author Names

Scenario Names have been kept the same, so you can find your old favorites. The Author name listed for each scenario is the author of the original scenario for Mordheim. They were not consulted, and had no input on the Song of Blades and Heroes version of their scenario. We wanted to give as much credit as possible to original authors, however, it is important to know that much of what they did does not remain intact within these pages. They cannot be held accountable for the damages and catastrophes wrought herein, but they can be praised for their clever ideas and wonderful contributions to one of the greatest skirmish games of all time.

If you are one of these authors, and would like your work removed from these pages, please let me know. Also, if you know a specific author name for the scenarios that are attributed to a team, please let me know.

Legal Junk

Hour11 claims no ownership of the original scenarios, nor of any Games Workshop Product. The same goes for all Ganesha Games products, Hour11 doesn't own any of them either. This is by the community, of the community, and for the community.

When any miniature game succeeds, every miniature game does, and so does every miniature gamer. We have to share and create, not just as individual communities, but as an entire global gaming community with a love of war games and miniatures.

0b. Dramatis Personae

There are many characters in the world of Mordheim. Some scenarios are centered around these characters. In order to further strip GW property from them, we have invented our own characters that will appear in the descriptions and fluff of each Scenario.

Algus McGuffin
When ever we need a buffoon of sorts, we turn to McGuffin.

Maximus Gilfried
The soldier's soldier. The man's man. A place holder for Generals, Dukes, and Infantry men.

Waidus Heridon
A scoundrel of ill repute. A miscellaneous thief, assassin, and/or rabble rouser.

Yejan Ocauron
A wizard, sorceror, necromancer, magician, and general magical fellow.

0c. Other Information

Multiplayer Games

Setup
1. Determine number of players.
2. Divide table into even deployment zone.
3. Each player rolls a d6. Player deploy in order from the highest to lowest.
4. Roll d6 again. Highest roll get's first activation. Activation continues clockwise around the deployment zones.
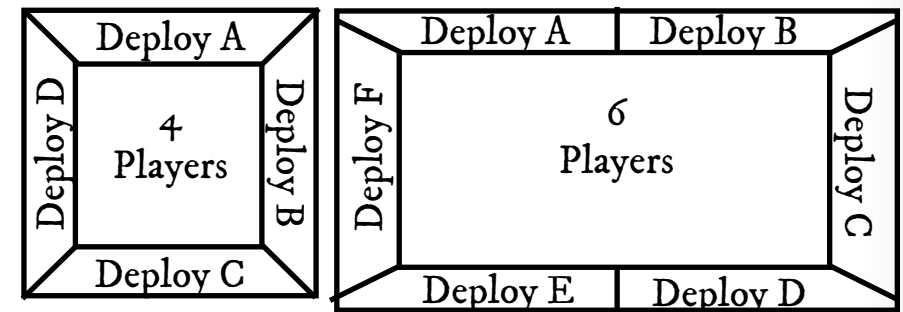
Alliances
Alliances can be made just by openly stating that you want to, and your ally openly agreeing. There is no secret alliances.
To break an alliance, you must announce that you intend to, then your leader must pass a Quality roll. If the roll fails, you are still allies.

Shooting into Hand2Hand Combat
Normally it is not allowed. In multiplayer, however, you can shoot into hand2hand, as long as none of your own (or your allies) models are involved. If you miss shooting into combat (your target rolls higher) then you may roll to hit the other model that was in combat, at a minus 2.

1. Defend the Find

Balanced | Mordheim | Timed

By the Mordheim Development Team

Description

Something valuable has been found by a warband. Naturally, anything of value will bring other interested parties. Those parties will strike first and ask questions later.

The choice is yours as to why this location is valuable. Is it monetary value, political value, spiritual value, etc.

The flexibility of this scenario makes it a prime candidate for any campaign.

Terrain

Place Terrain as desired. Designate one piece as "The Find." Place the Find in the middle of the table.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Special Rules

None

Starting the Game

Defenders start inside, or within Medium distance of The Find.

Attackers start within Medium distance of any (or all) table edges they choose.

The warband with the lowest point value is the defender. If point values are equal, roll a dice, lowest is the defender.

Ending the Game

At the end of the 8th turn, total the Victory Points.

The Defender gets 1 VP for every 20 points of attacker models NOT within Medium distance of The Find.
The Attacker gets 1 VP for every 15 points of Attacker models within Medium distance of the find.

Alternatively, when one of the warbands fails its Rout test the game ends.

Rewards

The winning side gains 1 exploration dice for searching The Find.

2. Gemstone Hunt

Balanced *Mordheim*

By the Mordheim Development Team

Description

Scattered in the ruins are innumerable tiny shards of priceless Gemstone. It often happens that two warbands come upon the same area and only a battle can determine who will pick the spoils. In this scenario, warbands encounter each other while scavenging in the same ruined warehouse, vault, temple or other such potentially rich building.

If your campaign doesn't support Gemstones, replace them with something more thematically appropriate: ingredients for dwarven Ale, corpses for two amateur necromancers, etc.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Gemstone Counters:

Once you have placed the terrain, put some Gemstone counters on the tabletop to represent where the shards are. There will be D3+1 counters in total (if an even number is rolled, round up to the nearest odd number). Each player takes turns placing a counter. Roll a D6 to see which player goes first. The counters must be placed more than Long distance from the edge of the table and at least Medium distance away from each other.

Note that counters are placed before deciding which edge the warbands will play from, so it is a good idea to put counters towards the middle of the table.

Special Rules

Models can pick up the counters simply by moving into contact with them. A model can carry any amount of Gemstone without any penalty. Models cannot transfer their Gemstone to another warrior. If the warrior who is carrying a counter is taken Out Of Action, place the counter on the table where the model fell.

Starting the Game

Deployment

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within Long distance of the table edge of his choice. His opponent then sets up within Long distance of the opposite edge.

Activation

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

Rewards

+2 VP per Gemstone Counter.
+1 VP Per 20 pts of Enemy Out Of Action

If a Model is carrying a Gemstone counter at the end of the battle they receives an extra +1 Experience.
Each Gemstone recovered nets your Warband d6 gold.

Ending the Game

The game ends when one warband fails its Rout test.

3. Breakthrough

By the Mordheim Development Team

Description

When news of a huge deposit of Gemstone starts circulating, warbands will mount expeditions to unearth the wealth. However, their rivals often try to block them, eager to claim all the Gemstone for themselves.

In this scenario, the Attackers have to get to a place that is supposedly full of treasure. The Defenders, however, are between them and it. They must fight their way through the Defender's territory.

Terrain

Each player takes a turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4' - decently cramped with scenery.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Each player rolls a dice. Whoever scores higher decides which table edge the attacker sets up on.

The attacker sets up first, within Long distance of his table edge. The defender sets up anywhere on the table as long as all his warriors are at least 2xMedium distance away from any attacker.

Special Rules

None

Starting the Game

The attacker has the first turn.

Ending the Game

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses.

The attackers goal is to have as many models within Short distance of the opposite table edge as possible. The scenario ends after the round in which 2 or more models have broken through the enemy line and reached the far end of the table.

Rewards

+1 VP for every 20 pts of models taken out of action.
+1 VP for every 20 pts of attacking models that Breaking Through.
+1 VP for every 20 pts of attacking models that the defenders keep from crossing the center line of the table.

4. Street Fight

Balanced | Mordheim

By the Mordheim Development Team

Description

Often two warbands will come face to face with each other in the narrow streets. Sometimes they pass each other without incident but more often the meeting ends in bloodshed.

This scenario plays out a very savage battle in the narrow confines of the ruined city streets.

Terrain

Set up all the buildings you can muster into a single street, with no gaps along the sides. Behind the buildings are impassable ruins, although the buildings themselves are still accessible (if you have interior access to them).

The only way out is along the street. The street may be as winding as you like and should not be too narrow to fight in, but can have narrow bottlenecks at some points. We suggest that the terrain is set up within an area roughly 4' x 4' and the street width varies from 6" at the narrowest bottleneck to 18" at the widest town square.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Both players roll a D6 to see who sets up first.

Whoever rolls highest chooses whether to deploy first or second.

The warbands are deployed within Long distance of opposite ends of the street.

Special Rules

No Backtrack:

Neither warband can backtrack down the street to leave the battlefield via their own edge.

Routing units will always attempt to route into the buildings lining the street. If they cannot go forward or into cover, then, and only then, they will return down the street.

Starting the Game

Roll a D6 to see who has the first turn.

Ending the Game

When one of the warbands manages to move all its remaining warriors out of the street via the opposing edge, the game ends and that player is victorious.

Alternatively a warband may route and lose the game.

Rewards

+1 VP for every 20 pts of models taken out of action
+1 VP for The first Hero from either side (not both!) who exits via the opposing table edge.

5. Chance Encounter

By the Mordheim Development Team

Description

Both warbands have completed their daily search of the ruins and are on their way back to their encampment when they run into each other. Neither side was expecting a fight, and the warband that reacts the quickest has the advantage.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item.

Divide the table into quarters.

We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Each player rolls a D6. The player with the higher score can choose to deploy first or second.

The first player to deploy sets up his entire warband in the quadrant of their choice.

The second warband can then be set up in the opposite quadrant.

Special Rules

Carrying Gemstone:

Each warband is carrying D3 shards of wyrdstone at the beginning of the battle. Mark down the number each warband has.

Starting the Game

Initiative Roll

Each player rolls a D6 and adds the normal Quality of their leader. The player with the higher score goes first.

Ending the Game

The battle ends when one warband fails a Rout test.

The routing warband loses.

Rewards

+1 VP for every 20 pts of models taken out of action

Gemstone

Both warbands gain all the Gemstone they were carrying at the beginning of the battle, minus one for every 50pts of models lost, down to a minimum of zero. In addition, they gain one extra shard of Gemstone for 50 pts of enemy models taken out of action, up to the maximum number of shards the opposing warband was carrying at the beginning of the battle.

Each Gemstone recovered nets your Warband d6 gold.

6. Hidden Treasure

By the Mordheim Development Team

Description

There is a rumor that one of the ruined buildings has a concealed cellar with a treasure chest hidden in it. Two rival warbands have heard about the cellar and are now searching the area. Who knows what they will find?

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item.

We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Both players roll a D6 and whoever rolls highest chooses which warband sets up first.

This warband is deployed within Long distance of any table edge the player chooses. His opponent sets up within Long distance of the opposite side.

Starting the Game

Roll a D6. The player rolling highest has the first turn.

Special Rules

Searching for the Chest:

All the warriors (not animals or artificial!) in each warband know roughly what they are looking for and must inspect the buildings to find the treasure. Each time a warrior enters a building, which has not been previously searched by either side, roll 2D6. On a score of 12, he has found the treasure. Buildings in the deployment zones are not searched (since they have already been thoroughly ransacked) and each building may only be searched once. Place a marker on any searched building. If you have not scored 12 with any roll when there is only one building left to search, the treasure will automatically be found there. After finding the treasure chest, the warrior must then take it to safety via his own table edge.

Carrying the Chest:

Carrying the treasure chest will slow the model carrying it by one movement type (M->S). Two or more models may carry the chest without any penalty. You may use a treasure chest model or a token to represent the chest. If the carrier is put Out Of Action, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it. Big models can carry it without penalty.

Chest Contents:

Whoever recovers the chest may roll on the following chart after the game to see what the chest contains. Note that you roll for each item separately, apart from the gold crowns, which are always automatically found. For example, roll to see if you find any treasure – you need a 5+ to find it. Then roll to see if you find the Gems. This can make the chest a very valuable acquisition – however, it could also mean that your warband has risked death for only three gold crowns!

Item	Result on D6	
Roll 0:	3D6 gold crowns	= Automatic
Roll 1:	Treasure (roll on treasure table SGD)	= Needs 5+
Roll 2:	D3 Gems (worth 10 gc each)	= Needs 5+
Roll3:	1 Bonus Exploration Dice	= Needs 4+

Ending the Game

When one warband gets the treasure to safety, or a warband fails a Rout test, the game ends.

The victorious warband then gains the treasure chest automatically.

Rewards

You got the treasure and 1VP, or you didn't.

7. Occupy

By the Mordheim Development Team

Description

This scenario takes place in a part of the Ruined City where the buildings are bursting with shards of Gemstone and other wealth. Taking and holding these buildings means that your warband gains rich pickings. Unfortunately, your opponent has the same idea.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item.

We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Each player rolls a D6. The player with the highest score decides which warband sets up first.

The first player chooses the table edge he wants to set up on, and places all his models within Long Distance of it. His opponent then sets up within Long Distance of the opposite edge..

Starting the Game

Both players roll a D6. The player with the higher score takes the first turn.

Special Rules

The objective is to capture D3+2 of the buildings on the tabletop.

Mark these objective buildings, starting with the one closest to the centre of the table, working your way outwards to the next nearest building.

A building is captured if at least one of your standing models is inside and no enemy models are inside the building. Once a building is captured, mark it. The building can be recaptured by the opponent at anytime.

Ending the Game

There is no need to take any Rout tests – as the game lasts for a maximum of eight turns. If one warband voluntarily routs, the game ends and the winning warband is considered to occupy all of the buildings on the table.

If a warband legitimately occupies all of the objective buildings, they win immediately.

Rewards

+1 VP for every 20 pts of models taken out of action
+1 VP for for each captured building.

Players receive d6 gold extra for every building they control at the end of turn 8.

8. Surprise Attack

Balanced **Mordheim**

By the Mordheim Development Team

Description

One warband is out searching the ruins for loot when it is attacked by an enemy warband. The defenders are spread thinly and must muster a defense quickly to drive off their attackers.

Terrain

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item.

We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Both players roll a D6. The player with the higher score is the attacker.

The defending player rolls a D6 for each Model in his warband, in any order he chooses.
On a 1-3, they are elsewhere in the ruins and turn up later as reinforcements.
On a 4-6 they are deployed at the start of the game.
Note that at least one Leader or Campion will be present at the start. If all roll 1-3, the last Model will automatically be deployed at the start of the battle.

After determining model availability, the defender deploys his available models on the table. No model may be closer than Long distance to another model, as the warband is spread out wide to search the ruins. No model may be deployed closer than Long distance to a table edge.

The attacker deploys his whole warband within Long distance of a random table edge, as shown on the chart under Special Rules. The Attacker may choose which edge to nominate as North before rolling to see where to deploy.

96

Starting the Game

The attacker always gets the first turn.

Special Rules

Reinforce

The defender, at the start of his second and subsequent turns, may roll a D6 for each of his Henchmen groups or Heroes not yet on the table. On a 4+ they move on, before activation, from a random table edge as shown on the tablebelow – roll a D6.

All reinforcements for that turn arrive from the same edge and may activate on the turn in which they arrive. When they enter the table, they may be placed within Long distance of the edge, anywhere along the edge.

Table Edge:

1	North
2	East
3	South
4	West
5	Reroll
6	Choice

Ending the Game

The game ends when one warband fails a Rout test.

The routing warband loses.

Rewards

+1 VP for every 20 pts of models taken out of action

9. BTB Avalanche

By the Mordheim Development Team

Description

On the snow-covered slopes bordering various territories the warbands are caught fighting each other for treasures while a huge avalanche is coming from one of the mountains sides. The natural disaster is burying everything in its path.

Terrain

Both players take it in turn to place pieces of terrain according to the suggestions in SWW p 4. Snow.
All Snow rules apply.

We suggest that the terrain is set up within an area roughly 4' x 4

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within Long of the table edge of his choice.

His opponent then sets up within Long of the opposite edge.

Starting the Game

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

Special Rules

Giant Avalanche:

A huge avalanche is rolling over the board burying everything. At random, determine one of the two "unused" board edges after both players have deployed their warbands (Roll 1d6, Even = East, Odd = West).

Advancing the Avalanche:

After the second player's activations finish, the avalanche advances.
Roll 1d6:
1- advances Short
2- advances Medium
3- advances Medium
4- advances Long
5- advances Long
6- advances 2xLong

Mark the avalanche with a string spanning across the table. Advance the string as the avalanche advances.

A model buried by the avalanche is immediately taken out of action. The area buried by the avalanche counts as impassable terrain

Triggers:

Avalanche Advances can be triggered by various things.
- Any fire arm, grenade, or cannon will trigger it.
- If a "huge" model is "fallen."
- Any gruesome kill (death screams).
- Any failed fear test.
- Any incident that players agree on.

Buried:

After the battle roll a D6 for each Hero and Henchman taken out of action by an avalanche. On a roll of 1 the warrior that was buried is dead. Remove him from the warband's roster.

Ending the Game

Rout tests are taken as normal.

The game ends in a tie when the avalanche reaches to being within Long Distance or less away from its opposing board edge – or in other words it has buried the whole board except for an area of 4' x Long.

The warbands will stop the fighting and run for their lives

Rewards

+1 VP for every 20 pts of models taken out of action (Avalance casualties do not count towards this)
+1 VP for every 20 pts of models that do not get buried.

11. BTB Blockade

By the Mordheim Development Team

Description

The soldiers posted on watchtowers in the borderlands protect citizens from the predations of raiders. Gilfried set up this main line of defense, and posted only the best soldiers there. From their strategic vantage points they can alert the border towns whenever vicious assailants approach. These fortifications are dependent on regular supplies couriered from the border town and if these fail to arrive...

As one such supply caravan makes its journey to a fortified outpost, a tactical raid is underway to intercept its cargo.

Terrain

Place a building (or other appropriate terrain feature) that is roughly 10" x 10" in the middle of the board. This represents the watchtower.

Then each player takes it in turn to place a piece of terrain. We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

The player who chose this scenario can chose the role of attacker or defender.

The defending warband is placed inside the tower.

The attacker may place his models anywhere on the board but at least 2xLong away from the tower.

Starting the Game

The defending player takes the first turn.

Special Rules

Defence:

As long as the defending warband's leader is inside the tower he may re-roll a failed rout test once each turn. This reroll applies to every defending model within Medium distance of the Leader.

Supplies:

At the end of his turn the defending player rolls a D6 and adds the number of turns already passed. On a result of 6+ the supply caravan from the border town appears.

Roll a scatter dice to determine the point of entry.
Deploy the caravan on the table edge at the point of entry.
The supply caravan consists of a cart drawn by one draft horse and five Guards to protect it. However, it is loaded with supplies that slows it down to a maximum Movement of Medium. Note that one guard will have to drive the wagon. The defending player controls the models of the supply caravan as if they were in his own warband. Losses from the supply caravan do not count when taking rout tests.

If the supply caravan reaches the safety of the tower then the Guards continue to fight in its defense.

Any surviving Guards will return to the border town at the end of the battle and do not join the warband.

Ending the Game

The attacker wins the game as soon as there are no warriors from the defending warband inside the tower and there is at least one attacking warrior placed inside.

In addition, the first warband to fail its rout test loses the game.

Rewards

+1 VP for every 20 pts of models taken out of action
Attacker: +2 VP tower raided
Defender: +2 VP supplies received

raiding the supply caravan
If the attacking warband wins the game they may plunder the tower's supplies. Roll for treasure using SGD rules

12. BTB Tainted Corpse

By the Mordheim Development Team

Description

Dark magic has warped the trees and there are what appear to be strange yet harmless creatures, mutated beyond recognition, slithering & crawling about the wood. Those who enter do not easily find their way out for the very shape of the wood has been warped by whatever foul sorcery has blighted this freak earth. Warriors find themselves moving in circles, turning one corner only to find they have returned to the exact spot where they were standing moments before.

Terrain

We suggest that the terrain is set up within an area roughly 4' x 4'.

Each player takes it in turn to place a piece of terrain.

Most of the sections should represent a forest. We suggest you add some swamp sections in between.

Place some sort of road sections in the middle of two opposing table edges to represent the entry and exit points of the forest. If you don't have road sections, place any sort of gate, doorway, markers, etc. on opposite edges of the table.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Each warband starts on one of the road sections at the opposite edges of the board.

Starting the Game

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

Special Rules

Living forest:

After each player's activation, roll on the following table, once for each forest section.

d6	Result
1-2	Where did these trees come from? Using a scatter dice to determine a random direction, move the forest section Medium, including all models inside it. If the section collides with another terrain feature its movement ends there.
3-4	We've been here before! Rotate the section in an angle of 180 degrees. If it cannot be turned around completely, turn it as much as possible.
5-6	Er, are we lost? Switch this section with another randomly determined section. If two sections cannot be switched because of size difference, switch it with another. Models standing inside a forest section are moved with it. When a section is moved into a model, move the section as intended and place the model inside the forest.

Ending the Game

The warband who is first to get at least half of its starting models off the road section edge of the opposing warband wins the game. Your enemies entrance is your exit.

Alternatively the first warband to fail its rout test loses.

Rewards

+1 VP for every 20 pts of models taken out of action

+1 VP for every 20 pts of models over Half your total, that makes it to the entrance.

13. BTB Man Hunt

MultiPlay | Balanced | Mordheim

By the Mordheim Development Team

Description

Your warband is traveling through an extremely dangerous unknown territory. A sensation of creeping dread overtakes the warriors when they realize that they are not alone... In this hostile realm the warriors have become the prey!

Terrain

Roll in SWW for type.

Each player takes it in turn to place a piece of terrain appropriate for the territory determined above. We suggest that the terrain is set up within an area roughly 4' x 4' if there are only two warbands, or 4' x 6' if there are three or more players.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

all players roll 1d6, deploy in descending order, each player choosing one table edge.

Starting the Game

Each player rolls a D6.
The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

Special Rules

Deadly Monsters

For each participating warband place one monster on the table up to a maximum of four. The monsters should be 250 pt behemoths and thematically make sense (Giant Scorpions belong in the desert, not the frozen tundra, etc.).

Players should take turns placing monsters. Monsters move on their own turn (like a 5th player). All players should agree on the monster actions that make the most sense and are impartial. Monsters move by democratic committee.

Whenever a monster is fallen, instead it takes a quality test. If the test is failed, move the monster up to Long distance directly away from the model that delivered the wound. Then roll on the alignment table.

 Note that a monster will move the Long distance only once per turn but each time it is wounded still causes a roll on the alignment table.

Alignment
1- Pacified - will only attack if attacked.
2-6 - hostile - moves and attacks the closest.

Gruesome Kills on Monsters

Please note that because monsters cannot be killed! Gruesome kills count as an automatic Pacification roll on the Alignment table.

Ending the Game

The game ends when all warbands except one have failed their Rout test.

The routers automatically lose.

If two or more warbands have allied, they may choose to share the victory and end the game.

Rewards

+1VP if your Leader Survives.
+1 VP Winning Warband.
+1 VP Per Pacified Monster.

14. BTB Traces to Emprise

By the Mordheim Development Team

Description

The trail of crumbs that passes for information came to the warbands from some dubious sources. In their bid to master the pieces of a puzzle the warbands descend upon isolated dwellings that lie on the outskirts of the borderlands. The search for the truth ends here. Who will be the first to tie together the facts that will uncover a sinister plot?

Terrain

The scenario is set in a village. Beside forest sections, swamps and other terrain features, at least six houses should be placed where the Heroes search for information.

We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Both players roll a D6 to see who deploys first.

Whoever rolls highest sets up first, within Long of any chosen table edge and then the opponent sets up within Long of the opposite edge.

Starting the Game

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

Special Rules

Gathering Information

The Heroes move from house to house to gather information points. Each house can only be visited once per warband. Note down information points gathered for each Hero separately. If a Hero is taken out of action any points gathered are lost.

At the beginning of their turn a Model in base contact with an entry point (door, open window etc.) of an unvisited house may enter it. The player then tries to get some information from the inhabitants. Gathering Information takes consecutive 2 actions.

Question or Torture

There are two ways of getting information from the houses' inhabitants: either by questioning or by torturing them. It is up to the players, to decide which way works the best for their Models.

After a turn of questioning, a Model may choose to torture the inhabitants in the following turn to get more information out of them. Only one questioning and torturing can be done per house, and it is pointless questioning inhabitants that the Hero has already tortured!

Questioning

The Hero makes a Quality test. For each point the test is passed by, one additional information point is gathered. Models cannot benefit from their leader's Quality.

Example: Rolling a 6 with a Q of 4 grants 2 information points but rolling a 4 grants none.

Models that don't come from the following races receive a -1 penalty on their Leadership tests because the villagers are less willing to speak with them: all Humans, Elves, Halflings, Dwarfs.

Models with mutations or wearing frightening armor always suffer a -1 penalty on their Quality tests.

Torturing

The Model makes a Combat test (against C3). For each point the test is passed by, one additional information point is gathered. Weapon bonuses and Special Rules don't apply (except Evil, which grants a +1 to C)
Heroes that cause fear receive a +1 bonus on their Combat tests because they are particularly intimidating.

Ending the Game

Voluntary routs are not permitted.

The game ends as soon as a warband has searched every house.

To determine which warband wins the scenario both players compare the amount of information gathered and the one with more information points wins.

Alternatively a routing warband loses as normal.

Rewards

Information

After the battle both players consult the following table to see what the information traces them to. Note that the benefits are cumulative, so gathering 8 information points equates to an additional +1 exploration dice and being able to choose one of your next scenarios.

Points Benefit
0-5 No benefit.
6-7 May choose one of your next scenarios instead of rolling.
8-9 Additional +1 exploration dice.
10+ Gain a warband advance for free.

15. BTB Last Orders

By the Mordheim Development Team

Description

The Inn has been built to withstand the worst kinds of predators in the territory. It is as much a fortress as it is a watering hole for exiles. Visitors relinquish any weapons they are carrying upon entrance. An unlikely mix of clientele frequents the Inn.

On this particular evening the owner of the Inn decided to turn in early. Taking the evening off , he leaves his customers in the capable hands of a full complement of bar staff. A drink is spilled! The brawl begins...

Terrain

This scenario takes place inside a large inn. The layout of the inn is decided by the players using any suitable terrain that they have available, although we would suggest the following:

- The site of this 'battle' should consist of two or three sections, at least 10" x 10", and not needing to be more than 18" x 18".
- There is one section to represent each floor of the inn.
- The ground floor is the location of the bar room. It should be relatively open. It should include a bar, a few tables plus several chairs or benches scattered around. Stairs lead up to the upper floor. There might be a wine cellar, a kitchen, a store room or a lavatory.
- The upper floor of the inn consists of a series of rooms off a main hallway. Each room might include a bed. Add other furnishings you desire. Do not forget to include a marker to represent the top of the stairs from below.
- Add another set of stairs to the next level if you have one! The Inn is a fortress so it has another floor, which is in the open air. The roof.

Warbands

This scenario supports multiple players. The players should choose an amount of points worth of models that will enter each turn (we recommend 30-40). This is a flexible number, a 45 point model could still be deployed even if the cap was 35.

Setup

The warbands are scattered about the inn when the trouble starts. Determine who has the most expensive model (points wise). That is how many points may be initially deployed by each player.

Randomly determine which floor of the inn each warband member begins on.

Starting the Game

Each player rolls a D6. The highest scoring player takes the first activation.

Special Rules

Unarmed:
All weapons have been confiscated for this game. Armour can be worn including helmets and shields. Miscellaneous equipment can be carried.

Weapons Amnesty:
Due to the generally non-lethal nature of the weapons used in this fight, players should roll twice for Injury for each warrior taken out of action during the game, and choose the best result.
Injuries for models are rolled twice. In some cases, which result is determined to be the best may be something the player has to decide for himself!

Improvised weapons
Being forbidden to bring their weapons into the bar means that the warriors must make do with whatever comes to hand in the Inn.

At the start of any turn, a warrior can search the inn for a blunt implement to use as a bludgeoning weapon. This could be a bowl, a stein, a cooking ladle, the leg of a chair or a local codger's walking stick!).

If a search is attempted the warrior may not charge.

Roll a D6: on a 3-6 the fighter finds something suitable, but on a 1-2 nothing close by will work and the warrior will have to make do with his fists. A warrior searching for a weapon while in combat has a -1C.

A warrior with a weapon may not improvise another. If a weapon is found, treat it as a club with the following features:
Special Rules: Breakable, Projectile

IMPROV WEAPON SPECIAL RULES
Breakable: If the warrior attempts a close combat attack with an improvised weapon and rolls a 1 to hit, the item has broken and becomes useless. The warrior must resort to his fists for the rest of the combat and may search for another weapon in the next turn.

Projectile: Alternatively, a warrior may treat the improvised weapon as a missile. The weapon is automatically lost after it has been thrown. A weapon is thrown as a missile using the following features.
Range: Long; Combat: As user;

Ending the Game

The warriors have been indulging in the inn's refreshments and are now very refreshed indeed! No Rout tests are necessary – the winner is the player with the last standing model. Any player may voluntarily rout if the excitement becomes too much.

Random Happenings

At the start of each player's turn, roll a D6. If the result is 1 then roll another D6 to determine which event takes place. More than one happening can occur during this scenario so players continue to roll for random happenings.

1 Kitchen Hands
The warbands are not alone in the in. Nearly a dozen hardened warriors are employed to run the inn and keep it safe from outsiders. Kitchen workers and bar staff enjoy a good brawl as well!
One randomly determined member of your warband, that is not fallen, takes a single C3 hit from the inn staff. Ignore results of double or triple.

2 The Buxom Barmaid
A busty serving wench flits about the bar, flirting with patrons.
The barmaid will approach a randomly determined model from your warband and invite him to defend her honour against the 'nasty man over there'. That warrior must pass a Quality test or move with all haste, escaping from combat if necessary, to charge a randomly determined model. First the player must roll to determine which warband (including his) and then roll again to see which model is the target. This can incur a freehack.
The warrior will pursue and fight his new rival until one of them is fallen.
Warriors that are immune to psychology may ignore the barmaid's advances.

3 Liquid Courage
Too much Ale takes it's tole.
Randomly determine which model fell off the wagon. The effects of the ale last the remainder of the battle. Models that are immune to poison ignore this effect.

1-2	Weak: Model loses 1C
3-4	Drowsy: -1 move category.
5	Clumsy: Model gains 1Q
6	Leathered! Roll twice on this table.

4 Renegade
There is a mercenary leaning against the wall. The veteran casually observes the mayhem, quietly sipping from his stein. Ducking crudely improvised projectiles, this renegade waits to offer his services.
The renegade approaches a random un-engaged warrior of your warband. The model may pay him 5 gold.
If paid, he'll toss a throwing knife at a target of the player's choice.
1-3 the renegade pockets the gold and asks for more. The renegade continues to take a further 5 gold until a 5-6 is rolled or until the player chooses not to pay him.
4-6 the renegade throws a knife C3 attack.

5 Ogre Bouncer
The landlord has hired an ogre to work on the door. The bouncer is not at all happy that he has suddenly got so much hard graft to do.
Place the ogre bouncer at the doorway to the inn. The bouncer is employed to charge towards the nearest hand-to-hand combat, engaging as many models as possible.
If no hand-to-hand combat is taking place then the ogre bouncer will stand his ground, watching for any further trouble.
Re-roll this result if the ogre has been places already.

6 Ornamental Weapon
A member of the clientele has located a sword among the many trophies and decorations on display at the inn. The warrior sets to work trying to prise it free from the wall fittings. It appears to be stuck fast.
Determine a random model from the warband. If the warrior passes a Quality Test, he finds a sword.

16. BTB Enemy of my Enemy

By the Mordheim Development Team

Description

When a party of warriors is found to be growing too strong even bitter enemies may bury the hatchet for a short while to gang up on the mutual threat. Even in alliance they never truly trust each other. After all there is no proof for either side that they are not walking straight into a trap.

Terrain

The player who chose this scenario may also choose the territory where it is set.

Each player takes it in turn to place a piece of terrain, either a ruined building, forest section, or other features appropriate for the region.

We suggest that the terrain is set up within an area roughly 4' x 4' or up to 4' x 6' if you have a lot of terrain.

Warbands

The scenario requires three warbands. In a campaign, the warband with the highest point value is the Defender. The other two warbands are the Attackers.

Setup

The defender deploys first within Long of one table edge.

Then the attacker with the lower warband rating sets up within Long of the opposite edge.

Finally the second attacker deploys in the same area as the first attacker.

Starting the Game

The attacker with the least warband rating takes the first turn, followed by the defending player and finally the second attacker.

Special Rules

Allies

The attacking warbands are paired up from the beginning of the game. They are not allowed to shoot missiles at, attack or cast harmful spells on each other due to their alliance.

Any attacker can have their warband leader take a Quality test at the beginning of their turn to ignore the alliance. If the leader is out of action, test on the next highest Quality for a warband member. If the test is passed, the player may attack his partner this turn and if this happens it immediately breaks the alliance.

Once the initial alliance has ended, further alliances are formed by openly agreeing. There are no secret alliances. To break new alliances, follow the rules above.

Ending the Game

The game ends when all warbands except one fail their Rout test.

The routers automatically lose. An alliance of two or more warbands may choose to share the victory and end the game.

Rewards

+1 VP for every 20 pts of models taken out of action

17. BTB The Heist

By the Mordheim Development Team

Description

Rumours have spread that a warband has obtained a magical arte-fact. A thief has been hired to steal the powerful item! Now everyone is chasing after him – the warband that was robbed is hunting him down while his employers are trying to organise his escape

Terrain

Each player takes it in turn to place a piece of terrain.

We suggest that the terrain is set up within an area roughly 4' x 4'.

The first six pieces should be buildings or sections of wood in which the thief seeks to hide out.

There can be more than six buildings and forests, of course, but six of them <u>must</u> be marked as hideouts for the thief.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

The warband who chose to play this scenario is automatically the defender.

The attacking warband is deployed first within Long of a table edge of the player's choice.

The Defender sets up within Long of the opposite edge. Defender should select their stealthiest model to be the Thief.

Hiring a Thief
If the Defender does not have a suitable model to use as the Thief, they may pay 15 gold to hire a mercenary thief. Choose a model from your warband that will sit out the battle, create a thief model using the same number of points as the model that is sitting out. This mercenary model leaves after the battle.

Starting the Game

The attacking warband takes the first turn.

Special Rules

Searching for the Thief

The attacking warband has to search the six buildings/forests in the hope of uncovering the thief's hideout. If one of their models moves inside one of these buildings/forests and it had been empty before, then the player rolls once on the following table. 2d6 roll

Roll 2d6 and add the result together:

2-6	Nothing! There seems to be nobody around.
7-8	Coins. The thief lost a part of his loot on his hasty flight. The searcher finds d6 gold
9	A clue. The searcher finds some traces leading to the thief. The next time the player rolls on this table he gets a +1 bonus.
10-11	Zing!! A knife is thrown at the searcher and causes a C3 hit unless he passes an Quality test
12	Discovered! The Hero has found the thief. The defending player places the thief inside or within 1" of this building/forest.

The attacking player only gets to roll on the table once during each turn (no matter how many models he can activate in a building). He also gets a +1 bonus on the result for each of the hideouts after the first that is occupied by at least one attacking model. If more than one model moves into a new hideout the player chooses which of them rolls on the table.

When the sixth hideout becomes occupied by an attacking model, the thief is discovered automatically.

The Thief is Discovered

As soon as the thief has been discovered he is being moved by the defending player like any other member of their warband using the thief's profile.

Ending the Game

The attacking warband has to find the thief and take him out of action in order to win the game.

There is no need to take any Rout tests as the game lasts for a maximum of eight rounds.

If the attackers fail to find the thief in this time or if the thief appears and reaches the defending player's table edge, the defender wins the game.

Rewards

+1 VP for every 20 pts of models taken out of action
+2 VP Defender, if the thief is not found or escapes.
+2 VP Attacker, if the thief is stopped.

18. BTB The Lost Caravan

By the Mordheim Development Team

Description

The warbands encounter a destructive trail. Countless caravans obliterated! The caravans have lost their way upon entering the wilds that border with the dreaded Mountains of Mourn. Following the debris leads to a grand looking wagon belonging to a renowned merchant. Standing in the corpses of their fellows the last remaining guards are defending the merchant against a rampaging party of Ogre raiders. Since they are out-sized and out-numbered it will not be long before this wagon is decimated.

Terrain

Each player takes it in turn to place a piece of terrain appropriate for the Mountains of Mourn territory, either a set of rocks, hills, forest, or other similar item.

We suggest that the terrain is set up within an area roughly 4' x 4'.

In the centre of the table place a wagon representing the ambushed caravan.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Neutral:
~6 Ogres
~6 Guard
  1 Merchant

Setup

Both players roll a D6 to see who deploys first. The player who rolls highest sets up first within Long of the table edge of his choice. His opponent then sets up within Long of the opposite edge.

Starting the Game

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

Special Rules

Ogres

The ogre raiding party consists of one Ogre for every 75 points worth of warband rating for each warband. Place the models in base contact with the wagon. They are attacking the caravan crew until the crew is taken out of action. They will then turn their attention to the models from the warbands, attacking the closest and dividing attacks among any other models from the warbands in base contact.

Guards

The surviving crew of the caravan consists of as many Guards as Ogre models plus a merchant. These models are standing on the wagon cart. Since the draft animals have been slain and the wheels have been ripped off by the ogres the cart cannot move.

Activation

Guards do not activate, they only defend against Ogre attacks.

Ogres activate as if they are a third players. Both players should agree on Ogre movement - or use a referee to control them.

The characteristics and special rules for Ogres and Guards are found below.

Rosters

Guard
Q4+ C2

Ogre
Q4+ C4 -   Long Move, Big, Fearless

Merchant
Q3+ C1

Ending the Game

The first warband to fail its rout test loses the game.

Rewards

+1 VP for every 20 pts of models taken out of action
+1 VP for every Ogre taken out of action

Grateful Merchant

The merchant will generously reward any warband for saving his skin from the blood-thirsty raiders. Roll a D6 on the following table to see what he offers:

1	His Gratitude
2-5	3d6 Gold
6	Rumors of riches, +2 exploration dice

19. BTB Hostile Embargo

Description

After restoring an abandoned trading post, business starts rolling in. Unfortunately for the aspiring entrepreneurs a gang of fortune seekers has discovered the location. Jealousy leads the rival warband to place an embargo on the sale of exotic wares from the enterprise...

Terrain

Place a piece of terrain of roughly 8" x 8" size representing the trading post within 2xLong of a table edge.

Take turns placing non-essential terrain.

We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.
+Munitions Wagon

Defenders:
Usual SBH Rules or current campaign warband.
+Mounted Crossbow

Setup

The defending warband sets up anywhere within Medium distance of the trading post.

The attacker sets up within Medium distance of the opposite table edge.

Starting the Game

The defender takes the first turn

Special Rules

Mounted Crossbow

The roof of the trading post is equipped with a Mounted Crossbow to help defend it from predators. Place a model on the roof to represent it - it must be fired by a member of your warband. The crossbow is stationary and cannot be moved.

Mounted Crossbow
Q: Model's
C3
Special Rules: Stationary, Range (2xLong)

The model firing the Crossbow may be killed. Any model standing in base contact with the Crossbow may use it (this includes enemies).

Munitions Wagon

The attacking warband controls a munitions wagon which is loaded with ten powder kegs. The wagon is pulled by two draft horses.
If the munitions wagon is crippled then the attacking warband can still attempt to transport the powder kegs on foot as per their usual rules.

Powder Kegs

Powder Kegs may be placed in base contact with the Trading Post. It will take at least 6 in order to blow it up. It is assumed that every keg in base contact with the trading post is wired together. In order to set off the explosion, an attacking model must light the fuse. To do so, they must enter base contact with a keg that is in base contact with the trading post - when 6 or more kegs are present and in contact with the tradng post.

Once 6 kegs are placed, any model may light the fuse.

Defending models may also pick up and move the Powder Kegs away from their trading post.

Ending the Game

Rout tests are taken as normal and the last remaining warband wins the game.

In addition, the attacking warband wins by having at least six powder kegs from the munitions wagon reach base contact with the trading post when the driver or another model is able to light the fuses. If the trading post is destroyed, the attacking warband wins immediately.

The defending warband wins if the munitions wagon flees from the table carrying the powder kegs with it.

Rewards

+1 VP for every 20 pts of models taken out of action
+2 VP Attacker, trading post is destroyed.
+2 VP Defender, Munitions Wagon is crippled and/or routed.

20. Camp Assault

Ben Brissenden

Description

After a successful day's hunting, one Warband returns to their camp on the outside of the City to revel in the spoils of their victories - and drink themselves senseless. However, another, less-successful Warband has followed them, and when the moon is hidden and the fires dying, they make their move to distribute the wealth more equally...

Terrain

The set-up should consist of a few ruined buildings representing the outskirts of the city on one edge.

The camp, consisting of perhaps more ruins, tents and importantly 2-3 campfires, should be set up around 24" away from the ruins.

The ground between the city and the camp should be littered with ample cover, such as broken carts, rubble, and long-dead trees.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Each player rolls a dice.

The highest scorer can choose between being the attackers or the – I'll call them defenders, since 'Campers' doesn't quite seem right.

The defenders must split their Warband into two halves.

Starting the Game

The attackers have the first turn.

Special Rules

The Defenders

Half of the Warband, including the leader, sit round the fires in the camp eating/drinking/etc. Importantly, there are 6 Gemstone counters in possession of the attackers. Each counter must be assigned to a model, who is carrying it. If there are not enough models to carry the counters, then spare Gemstone is left by the campfires, and can be collected by anyone when the alarm is raised.

The other half are stationed as guards (who got the short straw!) around the camp, at least Long distance away from their drunken companions, and at least Medium distance away from another guard.

At the start of the game, only the guards in the defender's Warband can activate, and cannot stray more than 2xLong from a campfire (the half drinking cannot activate until an alarm is sounded). As soon as one of the attackers moves within Long distance of a guard, make a Quality test for the guard. If passed, he spots the attackers, shouting a warning and rousing his comrades – the rest of the defenders can now act. If failed, he simply shakes his head, probably thinking something along the lines of, "I knew I shouldn't have drunk the wine when eating that cheese", and must test again next turn (providing the attacker is still within Long Distance).

Attackers

The attackers are aiming to steal as many shards of Gemstone as possible! Each time an attacker takes a defender out of action who is carrying a Gemstone counter, the attacker collects the counter. However, the attacker must then get to the outskirts of the city (where a hidden chest is waiting). There s/he will deposit the Gemstone, and can head back into the fray!

Ending the Game

The game ends when either:
a) The attackers have been routed.
b) The attackers have stolen at least 4 Wyrdstone shards and got them back to the outskirts of Mordheim.

Rewards

+1 VP for every 20 pts of models taken out of action
+1 VP for every piece of Gemstone on your side.

21. FM*1: Slavers

Mordheim Development Team

Description

An amoral warband has been commissioned by slave-lord Heridon to capture some slaves from a defenseless township. Thankfully for the townsfolk, a more noble warband is on hand to help.

The frightened peasants will fiercely fight off any attempts to enslave them but unfortunately, due to their panic, might also resist any assistance from their would-be rescuers.

Terrain

Layout a dense city center, with a town square in the middle.

We recommend a 4'x4' table.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Some townspeople models, or peasant counters.

*Frenzied Mob

Setup

Both players roll a D6, the player with the higher result deploying first within Long distance of a table edge of his choice, and deciding whether to be an Attacker or Defender..

His opponent sets up on the opposite edge.

In addition, 2D6 +2 townsfolk should be grouped at the centre of the board.

Starting the Game

Both players roll a D6, the player with the higher result taking the first turn.

The other player takes the next turn.

The townsfolk go last, moving as detailed under Special Rules.

Special Rules

Peasant Moving
The peasants are panicked and so move a random distance in a random direction each turn (they still must activate, but can only roll 1 dice). Roll separately for each model.

If their move would bring them into contact with a slaver or rescuer model, they will stop one base width away instead. If the Peasant is in Hand2Hand, they will try and break free every movement round (taking a freehack).

If a peasant should move randomly off the board, remove the model from play. He has escaped on his own and so neither side will gain any victory points (see Ending The Game) from this.

Determining Distance:
Roll a d6

1-2	Confusion. Moves Short Distance
3-5	Normal. Moves Medium Distance
6	Run for your lives! Moves Long Distance

Determining Direction:
Use Smoke rules from Flashing Steel.

Capture!

When a slaver enters base contact with a peasant a tussle will then ensue.

The townsfolk's stats are as follows:
Profile
Townsfolk: Q5+ C2

The slavers will try to subdue the peasant. To do this they must hit the peasant as normal. If they cause a Fallen then the civilian is successfully subdued. If the slaver causes an Out Of Action result then he has been too heavy-handed and the poor peasant has been killed. Remove the model from play (no one gets points).

Note: You may choose to roll at a minus to your C, you choose how much to subtract from your roll (must be declared before you roll).

Escaping with Slaves

Once subdued, the victim is considered to have been bound and must now tag along with the slaver. The slaver may fight or run as normal. If the slaver can get the peasant off the board then the poor fellow has become permanently captured.

For Rout Test purposes the temporarily absent slaver still counts as if he were on the table. On every subsequent activation roll a D6. On 4+ the slaver will return to the battle at the point where he departed. He may activate during that turn.

If the slaver should become Fallen, then the peasant will revert to moving randomly as previously. Each slaver may only control one subdued peasant at a time.

To The Rescue

When a rescuer enters base to base contact with a peasant he may try to calm him. To do so the rescuer must pass a Quality test. The Quality test will not be affected by the rescuers' warband Leader.

If the test is unsuccessful then the peasant will bolt Long distance directly away from the would-be rescuer, but avoiding any other model where necessary. Thereafter the peasant will move as detailed previously.

If the Quality test is successful the rescuer has won the peasant's trust. The peasant will now follow him wherever he goes, whether walking, running or fighting. The rescuer may attempt to guide the peasant from the table. Once off the board the peasant will successfully escape to safety.

For Rout Test purposes the temporarily absent rescuer still counts as if he were on the table. On every subsequent Recovery Phase roll D6. On 4+ the rescuer will return to the battle at the point where he departed. He may activate during that turn.

If the rescuer should become Fallen then the peasant will revert to moving randomly as previously detailed.
Each rescuer may only escort one peasant at a time.

Ending the Game

The game ends when one either warband fails a Rout Test or when all the peasants have been enslaved, rescued or taken Out Of Action. Due to the slavers' greed and the rescuers' conscience, no voluntary routs are permitted.
The winner is the warband with the most Victory Points, awarded as follows:
+1VP for every peasant led from the board
+1VP for every peasant being subdued or escorted as the game ends

Rewards

The slavers will receive 2D6 Gold Crowns for every slave dragged from the board.
The rescuers will receive 2D6 Gold Crowns as a token of gratitude from every peasant escorted from the board.

22. FM2: Mob Rule

Mordheim Development Team

Description

A powerful Vampire Lord, Ocauron, his army defeated, is holed up with his unholy escorts in a small village to the east of the empire. The foul beast is exerting his will over the people of the village, who are compelled to defend the creature in an eerie frenzy.

The warbands must destroy the vampire to negate its hold over the townsfolk, but without killing them in the process. A tricky proposition.

Terrain

Layout a dense city center, with a town square in the middle.

We recommend a 4'x4' table.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Vampire Ocauron, some minions, and some townspeople models, or peasant counters.

Setup

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice.

His opponent sets up on the opposite edge.

The Vampire and Minions should be placed at the centre of the board, tightly surrounded by D6+6 frenzied villagers. Divide the number of villagers evenly between the Vampire and Minions, with the balance attaching themselves to the Vampire.

Starting the Game

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

The Vampire, his Minions and the bewitched mob take the final turn, behaving as detailed below.

Special Rules

Profiles:

The Vampire: Q2+ C5, Undead, Tough, Terror, Leader

The Minions: Q3+ C2, Undead, Poison

Townsfolk: Q3+ C2

Movement

If there are no models within charge range then each of the Vampires move, independently, a random distance in a random direction, closely attended by their assigned townsfolk cohorts. On random moves, the Vampire or Minion is moved along with their retinue of townsfolk, as if the townsfolk were a part of the single model (this changes when there is an enemy in range.

Determining Distance:

Roll a d6

1-2	Confusion. Moves Short Distance
3-5	Normal. Moves Medium Distance
6	Run for your lives! Moves Long Distance

Determining Direction:

Use Smoke rules from Flashing Steel.

Attacking

If there is an enemy within Long distance, the Vampire, Minion, or Townsfolk activates instead of moving randomly. Any enemy model within range of any Vampire or townsfolk models will be charged. The townsfolk will target their charges so as to share their attention evenly between opponents. Where it is not possible to divide the attacks evenly, they will target the nearest models first.

If unable to charge, the townsfolk will always move so as to be as close to the Vampire as possible.

Ending the Game

The game ends when either warband fails a Rout Test. Owing to the high rewards on offer, warbands may not voluntarily rout.

The winner is the warband with the most Victory Points.

Rewards

+1VP for killing a Minion
+2VP for inflicting a wound inflicted on a Vampire.
+4VP for taking a Vampire Out Of Action.
-1VP for every peasant taken Out Of Action
-2VP for the warband that fails its Rout Test

The town elders will reward the warbands with:
D6 Gold for each Wound inflicted on the Vampire.
D6 Gold for each Minion killed.
The warband that deals the killing blow to the Vampire Lord may add a further 3D6 to their total.

NOTE: The Vampire Lord and his retinue have been designed to be suitable foes for two beginning warbands. If the warbands are reasonably experienced then the Vampires and townsfolk should be bolstered accordingly. If playing with two starting warbands then the Vampires may be trimmed back

23. FM3: Snatch

Mordheim Development Team

Description

The superstitious townsfolk, concerned that their crops have again failed, have accused the daughter of blacksmith McGuffin of witchcraft. The desperate fellow has offered a handsome purse in return for the safe return of his daughter.

He has informed the warbands that she is being held in a locked building in the centre of the village and has issued both warbands with a key to the building.

He advises that the rescue would be best attempted at night when the captors are likely to be off their guard.

Under the cover of darkness, you creep into the village to save the McGuffin lass.

Terrain

Place a building in the center of the table and a village around it.

Take turns placing terrain.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

16 Towns people & the Blacksmith's daughter.

Setup

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

Each warband should indicate which model is carrying the key. It may be transferred between models. If the key-holder is taken Out Of Action then place a token where he fell.

This may be subsequently picked up by any model ending its turn in base contact.

In a central building place the blacksmith's daughter.

Around this building place four groups, each consisting of 4 townsfolk guards.

Starting the Game

Both players roll D6, the player with the higher result taking the first turn. The other warband goes next, with the captive's guards taking the last turn. The process then repeats.

Special Rules

The Patrols

The guards have heard a noise and decide to patrol the village. For each group of guards, Roll a direction, using Flashing Steel smoke rules (one roll for each group) and move them a random distance in the direction indicated. The patrols will not leave the board. If this is indicated by the die then simply move the group along the perimeter instead.

Determining Distance:

Roll a d6

1-2	Moves Short Distance
3-5	Moves Medium Distance
6	Moves Long Distance

Spotting

- A group of guards within Long of an invader to whom they have line of sight will see them.
- A group of guards within Medium of an invader, even with no line of sight, will detect them.
- A group of guards within 2xLong of an existing hand-to-hand combat will hear it. Beyond this distance the other patrol groups, in the darkness, are uncertain from

which direction the noise is coming and so continue their patrol as previously.

- If more than one of the above conditions apply, the guards will move towards the closest source.

Once detected the villagers will activate, moving towards the invaders at full speed, charging if within range. The distance should be measured as needed. They will attempt to split their charges so as to target the maximum number of enemy. Where an even split is not possible they will prioritise the nearest models first.

Militia

The guards are no mugs, being the fiercest men of the village, and they are confident in their mob mentality.
Militia: Q3+ C3 Fearless

Darkness

Due to the darkness the warbands may not run. The patrol may run as they carry torches.
Ranged weapons are reduced to Short range.

The Prison

Any model holding the black-smith's key that finishes his turn in base contact with the door may easily unlock the door.

The Daughter

Any warrior within base contact may attempt to rescue the blacksmith's daughter. She will follow any such model as long as he remains on his feet. Should the rescuer become Fallen or Out Of Action she will wander randomly in the darkness, same as the patrols.

Neither warband will attack the girl as the rewards for rescuing her are too high.

If a militia patrol spots her, they will begin to take her back to the jail.

Ending the Game

The first warband to lead the blacksmith's daughter off the table is the winner and will receive 6D6 Gold from her grateful father.
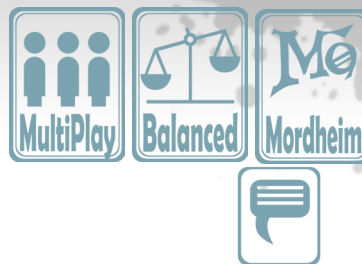
They may also keep their key, which will open locked doors on a 4+.

There are no Rout Tests in this scenario although a warband may choose to voluntarily rout once they have lost 25% of their force.

Rewards

No VP, you either saved her or you didn't.

24. The Great Library

Andy Tabor

Description

Before the city was ruined, there was a Great Library. During the rule of the extravagant Count Gilfried, the library was once the largest building in the entire city. It was especially well stocked with collections of mystical and religious tomes. Of course, unwittingly, The Great Library managed to collect on of the largest deposits of Daemonic and Necromantic lore in the Empire.

Now after the disaster struck the Great Library was engulfed by flames from the comet. Only the bravest ever consider going anywhere near the ruins but the lure of ancient tomes is enough to persuade mages from across the Empire to hire warbands to retrieve any books that they can find. For enough gold, fools can find enough bravery to risk even this dark place.

Terrain

Each player will take it in turn to place a piece of terrain, either a small building, or other piece of terrain.

If you have one piece of terrain or several that could "act" as the Library should be placed in the middle. Many of the tomes have been spewed across the many blocks close to the Library. The battle is fought in an area roughly 4' x 4'. You may want to make the table larger if this is to be a multiplayer game.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Players should then place D3 +1 Tomes for each warband involved in the game on the tabletop to represent where the Tomes are.

Each player takes it in turn to place a Tome counter. The counters must be placed more than 10" away from the edge of the table and at least 6" away from each other.

Note that counters are placed before deciding which edge the warbands will play from.

Starting the Game

Each player rolls a D6 to determine who goes first. Play proceeds clockwise around the table.

Special Rules

Tomes

A warrior can carry any amount of Tomes without any penalty. Warriors can not transfer their Tomes to another warrior. If a warrior is put OOA then the Tome is placed next to where the model was taken OOA.

The Tomes cause FEAR. You must take a FEAR test to pick one up, unless you are immune to FEAR. This is to represent the great unknown on whether or not the Tomes are Evil.

Alliances

Any two players may ally by openly declaring so. In order to break an alliance, your leader must pass a Quality roll.

Ending the Game

The game ends when all the warbands but one have failed their Rout Test.

Warbands that Rout, automatically lose. If two or more warbands have allied they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

Rewards

You can sell the Tomes for 25 +1D6 or choose to keep the scroll.

If you keep a scroll then roll 1D6, on an even it is just a book, on an odd, it grants an extra Exploration Dice.

25. The Gunpowder Plot

Ryn Tyrr Guild

Description

Rumour is circulating about a strangely destructive black powder devised by an inventor named Ocauron. Ocauron has a stash hidden nearby. Before his men can return to move the powder other bands of scoundrels are appearing out of the gloom, mercenaries always on the lookout for something to sell to the highest bidder and other darker bands, perhaps there is something chaotic about the powder that is attracting them?

Terrain

The players take turns placing the terrain in an area roughly 4' x 4' (or 6'x 4' for a multi-player game).

The board represents a typical ruin. It will help the game if there are plenty of overhead walkways and ladders. You will see why later.

Once this is done the referee places 3 powder kegs per warband on the tabletop. These may be placed anywhere on the table, but more than Long distance from any edge and at least Medium distance from each other.

Note: Suitable powder kegs or barrels can be found at model railway shops or you can use card markers.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Each player rolls a die and the player rolling highest sets up their warband first as usual.

Warbands are deployed along a table edge of their choosing not more than 8" from the edge as normal.

Starting the Game

All players roll a die, and the highest score goes first then turns proceed clockwise around the table.

Special Rules

Powder Kegs

During the game a model may pick up a powder keg by moving into base contact with it. He may continue to move once he has picked up a keg provided he has sufficient movement left and that he did not run. A model moves at normal speed but may not Run while carrying a keg. Carrying a keg is risky; see the Special Rules below for the effects. The model may put the keg down at any point during their move. He may continue to move after putting the keg down (if he has sufficient movement left) but if he does so, he is considered to have dropped the keg. If the model is attacked he must put the keg down in order to defend himself. If a model is in combat and all of his opponents are knocked down or stunned then he may choose to pick up the powder keg and move away at the beginning of his next turn instead of continuing the combat.

Animals may not pick up a powder keg. Models may not climb up or down whilst carrying a powder

keg it is much too bulky. Ladders climbed the same as usual when carrying a keg, but are much more dangerous if you fail the Q roll.

Unstable:

The gunpowder has been specially enhanced by warlock engineers. It possesses more power than normal black powder but is also highly unstable.

If a powder keg is dropped it will explode on a D6 roll of 4+, (Note: if you find it is blowing up too easily, make it 5+). The model that was carrying the keg takes a C5 hit causing and any other model within Medium distance take a C3 hit. Furthermore any powder kegs within Medium distance of an exploding keg are considered to have been dropped...

Careful with that Powder Keg:

Carrying a powder keg is a risky business. At the end of their move, roll a D6 for each model carrying a keg.

If they used 1 move action, on a 1 they have dropped it.

If they used 2 move actions they will drop it on a 1 or 2.

Do or Die:

A model carrying a barrel may choose to deliberately charge an enemy of other keg. To do so, he must first pass a Quality test un-

less he is immune to fear. When the model reaches his target, he throws the keg down adding +1 to see if it explodes. If the barrel explodes, he may take a Quality test to avoid the full force of the blast.

Even if the test is successful he still suffers damage as if within Medium distance of the blast. Any survivors may continue the combat as normal.

Bombs away:

If a powder keg is dropped from a height the chance of it exploding will increase by +1 per Short distance of fall. E.g. if it is dropped from 2xShort high platform then it will explode on a 2+.

Argh:

If a warrior carrying a powder keg is Fallen he must make a Quality test or he drops the keg. If he is taken Out of Action he drops it automatically. If the model put the keg down in order to fight, this does not apply.

Stash:

A warband may choose to secret their powder kegs in one place rather than carry them around. Powder kegs in a stash must be within Short distance of each other. To claim ownership at least one model must be in base contact

with a barrel, or he must be the only model within Short distance other than friends. Animals may also guard a stash even though they cannot carry a keg. Of course if somebody drops a keg close by then...

Put that light out:

If a model spends his combat phase in base contact with a powder keg without fighting he may put a match to it. The keg will explode immediately on a D6 roll of 6. Roll again at the end of each player's turn reducing the score needed by one each time (5+, 4+, 3+, 2+, 1+). If he is still in base contact when it blows the poor fool who set the fuse may make a Quality test to move out of base contact and avoid the worst of the blast but still suffers damage as if within Medium distance of the blast.

Ending the Game

The warband possessing the most powder kegs at the end of twelve turns is the winner.

To count as possessing a keg, a model must be carrying a keg or be within Short of it and there be no enemy within Short of it. This includes all kegs in their Stash.

Rout tests are taken as normal. Any warband which routs will take all of their powder kegs with them but no more than 1 per model in base contact.

Rewards

+1 VP for each powder keg.

Rewards:
Each warband takes away all of the powder kegs in their possession (subject to routing as above). However being unstable not all of it survives the journey home. Roll a d6 for each barrel on a 4+ it doesn't make it back to base. Each barrel may be sold for 3d6 gold.

26. Merchant Square

SpecialModel | *Balanced* | *Mordheim*

Andy Tabor

Description

The once thriving Market Square has become a deserted plaza. Only the exceptionally brave or downright foolhardy dare cross the open cobbles, where once thousands of merchants sole their wares. To venture into the Market Square is to expose oneself to all those who keep a close watch from the surrounding shadow. Many eyes peer from the dark alleys and ruined buildings, in search of a fresh opportunity to make a quick killing. There is still a vast quantity of precious and exotic goods lying in the broken cellars of merchant's houses for the taking.

In a terrible twist of fate, the Merchants Quarter remains the most opulent region of the accursed city. Should any adventurous soul wish to visit the ruined library or take a chance and stroll through the market place, it is highly likely that they may discover some rare goods that have survived the fall. Leaving the quarter with your life is a different matter though, for it is also rich pickings for those who seek to spill blood.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building or something similar.

We suggest that the terrain is set up within an area roughly 4' x 4'.

The middle area of the board should be free of terrain (maybe a fountain or the like to mark the center of the square) and to have at least a 12" inch x 12" inch square open area. This will represent the Merchant's Square. The buildings placed outside of the Merchant's Square will represent the Merchant's Homes and Shoppe's.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Mark every searchable building.

Place the Crates in the square.

Starting the Game

Each player rolls a D6. The player with the highest has the first turn and order of play proceeds clockwise around the table (based on where the players placed their warbands).

Special Rules

Common Items

Warbands will begin searching the buildings for common items. Each warband will roll 1D6 for each searchable building. If they roll a 4+ they found a common item. In the Merchant's Square, will be D3 crates per warband. The crates will be placed in the middle of the Merchant's Square. When a warband touches a crate they must roll a D6. Only one roll per crate. On a roll of a 1 on a D6, the Black Pegasus will appear. The Black Pegasus will appear Long distance in from a Random Table edge. The Black Pegasus will go in the last turn and will attempt to fly down on the models in the Merchant's Square. The Black Pegasus will target the closest model in the Merchant's Square.

Merchant's Square is the 12" x 12" area in the middle of the table as the streets and alleys would be too narrow for the Pegasus to fly into.

Dark Pegasus
Q3+ C4
Flying, Long Move, Animal, Savage, Tough

Common items are found in the houses surrounding the Market's Square. They are kept no matter if you win or loose. Remember you need to roll a 4+ for each house to see if you were able to locate a common item. Only one opportunity per house. Please keep track of what homes you searched so you can take them off the list.

Common Items

1-2	Ammunition
3-4	Ale
5	Healing Potion
6	Rolled up Paper, roll again: 1-5 Spell Scroll 6 Map

Rare Items

Rare items can only come from the crates placed in the middle of the Merchant's Square. Rare items may only be found if the crate is taken off the table. A model carrying a crate moves at one category less than usual. 2 models may carry a crate with no penalty. If no crates made if off the table then no Rare Items will be found. You will be much too nervous looking out for the other warbands and a Black Pegasus to open the crate in the middle of the Merchant's Square. When the game ends, the winning warband(s) does not automatically get the crates.

For Each crate you drag off the table, roll on the Magical Treasure Table (SGD 17)

Ending the Game

When all the crates are off the table, all but one warband has routed, or the warbands ally.

Rewards

+1 VP for every wound inflicted on the Dark Pegasus
+2 VP for the player that kills the Dark Pegasus
+2 VP for every Crate taken off the table
+1 VP for every 20pts of models your warband took out of action.

27. The Middle Bridge

Andy Tabor

Description

The Middle Bridge is the main crossing point for the City. Whoever holds the bridge controls all aspects of movement in the Ruins. The bridge is rumoured to have piles of Gemstone or Treasure around it but are said to be guarded by massive Trolls, who have a strange affinity for bridges.

Terrain

The gaming table can be as big as 4' x 4' or small as 2' x 2'.

There should be a river running East / West. Deployment zones will be the North and South table edges.

The important part of the terrain is the Bridge. If you don't have one, you can just place a rectangle of plastic.

The Bridge can be as long/short and wide/narrow as you wish. The longer and narrower, the harder the battle will be.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Trolls

Setup

All players roll a D6 to see who deploys first, with the player rolling the highest choosing the table edge.

Starting the Game

Players each roll a D6 to determine who goes first.

Play proceeds clockwise around the table from there.

The Trolls will always go last.

Special Rules

Trolls

Place D3 +1 Trolls for each warband in the water and within 6" inches of the bridge. Place 1 Troll for each warband in the middle of the bridge and the remainder Trolls should be placed in the water.

Number of Players

I would suggest that this scenario be limited to one to two warbands. You can have one warband go at a time to secure the bridge or have two warbands attempt capture and control the bridge, while fighting off the Trolls. In addition to the normal rules for Trolls, please use the special rules below if you like.

Fog

The area will be affected by fog. Movement and shooting distance are reduced by one category.

Dumb Creatures of Habit.

The Trolls will stay within Long distance of the bridge at all times, unless engaged in ranged combat, at which point they will attack, and then return to the bridge.

Route Tests.

Trolls will ignore all route tests.

Troll Profile
Q5+ C4 Tough, Fearless, Big

Ending the Game

The game ends when all but one warband has failed their route test.

The routers will automatically lose.

Rewards

+1VP for every Troll defeated
+1VP for every 20 pts of enemy warband taken out of action

WINNING WARBAND REWARDS

The winning warband may gain a one time 5D6 gold. This will represent collecting tolls from other warbands and merchants who peddle their wares and will be able to choose the next scenario they play by hearing rumours from travellers passing through.

OPTIONAL RULES

If you are playing a structured map based campaign this is an excellent scenario to gain control over parts of the Ruins. There are many more additions you can make to this scenario. Another option could be a continued revenue generator throughout the campaign, thus allowing the warband who controls the bridge some revenue generated weekly or monthly (Use property rules from SDG). All this can easily be decided by your gaming group. Your gaming group can also change the type of monsters that live at the bridge. If someone chooses to stand off and shoot at the Trolls from a distance and keeping the Trolls within 6" inches of the bridge shall punished with a Chaos Spawn coming onto the playing table from their deployment and moving as fast as possible towards that warband to engage in HTH with that warband. You can be creative in this endeavour and punish those warbands who have no backbone.

28. tOtAGA* 1: The Recipe

MultiPlay | Balanced | Mordheim

Jake Thornton

Description

Chef McGuffin, The Pie Master, has stumbled upon an amazing new recipe for Bindleberry pie. It's rumoured that once someone tastes one of his new pies, the poor sod will not be satisfied with pies of any other sort. The other chefs of the region have heard the rumours of this fantastic new recipe, and each has decided to teach McGuffin a lesson in sharing. So, while The Pie Master transports a batch of his new pies to market, plans are set in motion...

The game can be played by two or more players. Each warband has been hired by one of The Pie Master's rivals to kidnap and return him for some harmless 'questioning'. Any pies that are brought back intact earn a lesser reward, as they may be useful in recreating the recipe, even without their creator's input.

Terrain

Each player takes it in turn to place a piece of terrain, either a building, set of hedges or walls, hill, section of forest, section of swamp, river or stream, or similar item or terrain appropriate for Empire in Flames.

There should be a road that runs through the centre of the table, to represent the road to market upon which The Pie Master is travelling.

We recommend a 4'x4' table, unless you have too many players, then upgrade to a 4'x6'.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

McGuffin The Pie Master & His 6 Guards

Setup

All players roll a D6 to see who deploys first, with the player rolling highest choosing a table edge and setting up first.

If there are two players, then the next player sets up on the opposite board edge.

If there are more than 2 players, the remaining players choose sides and set up their warbands based on the order of their dice rolls, highest to lowest.

A player must set up his warband within Long distance of his table edge, but not within Medium distance of a side edge, and not within Long distance of another player's warband.

Keep in mind that more than four players should be accommodated with a larger battlefield than normal

Starting the Game

Players each roll a D6 with the one that rolls highest going first.

Play proceeds clockwise around the table (based on where players placed their warbands) from there.

*The One that Almost Got Away

Special Rules

The Pie Master and his 6 guards

The Pie Master and his guards are huddled around the chef's pie cart when the warbands approach. One of the pie cart's wheels has hit a large rock in the road and the axle has been damaged.

The guards are attempting to repair the cart, but it will not be mobile before the end of this encounter. At the end of each game turn, after all players have acted, Pie Master and his guards get to take a special turn. The guards will not charge away from the cart, instead preferring to use the vehicle as cover and shoot at the attackers. If any guard is engaged by the enemy, roll a D6: on a 1-3 the nearest guard charges in to help, on a 4-6 the guards all continue to shoot. If The Pie Master is attacked in close combat, all guards who can legally charge warriors engaged with The Pie Master will do so.

Looting the Cart

Instead of attacking The Pie Master or his guards (or another warband), warriors may attempt to loot the pies in the cart instead. To loot the cart, a warrior must end his move in contact with it, and must do nothing else until his next turn (no shooting, no magic, no close combat, etc).

Carrying Pies

A model may carry one pie, a Personality may carry two; however, note that a model noted as an Animal (may NOT carry any pies – they'd just eat them). Any warrior who is attacked while carrying one or more pies must pass a successful Quality test to not drop them (making them worthless).

A warrior carrying pies may not cast spells, shoot ranged weapons, or attack in close combat. If a warrior who is carrying pies is attacked in close combat, he is at a -2C while he sets the pies down (this penalty is ignored if the warrior failed his Quality test, or chose to drop the pies – which has the same effect as a failed test).

A warrior may walk at normal pace while carrying pies, but any warrior who spends a 2nd or 3rd consecutive action moving must pass an Quality test to prevent them from being dropped.

A model entering base contact with their entry side of the table has handed the pie off to another member for safe keeping.

There are 3D6+6 pies in the cart (roll at the start of the game).

Multiplayer Alliance Rules

Any warbands may ally, as long as they openly state that they are. There is no secret allainces.

In order to break an alliance, announce your plan to do so during your activation, and you must pass a Quality test with your leader. If you pass, you may now attack your Ex Ally. If you fail, you are still allied, but your ally knows of your desire to betray them.

Profiles

McGuffin, The Pie Master
Q3+ C2 Gregarious

The Guards
Q3+ C3 Shooter (Long)

Ending the Game

The game ends when The Pie Master and his guards are all taken out of action and all warbands but one have failed their Rout test.

Warbands that rout automatically lose.

If one of more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

If all warbands have been routed while The Pie Master or any of his guards are still in play, all warbands are considered to have lost.

Rewards

+1VP for every Pie your warband makes off the table.
+2VP for the warband that captures The Pie Master (takes him out of action). If no one takes him out of action, the winner captures him.

Rewards:
Pies are worth 1d6 gold. The Pie Master is worth 5d6 gold.

29. tOtAGA 2: Harpy Hunting

Balanced | **Mordheim**

Jake Thornton

Description

The ruined buildings of the City are home to many strange and fantastical creatures, a number of which are the subjects of rumours about hidden riches. Occasionally warbands will attempt to discover whether these rumours are true. Most of the time these adventurers are never seen again, but often enough they return laden with treasures; often enough, that is, to convince the rest that it's worth a try…

A group of three Harpies have nested in one of the tall buildings in the edge of the ruined city, and their scavenging and attacks on unfortunate warbands has ensured a sizeable stash of valuables. In fact, the Harpies have been nesting on some rather sizeable shards of Gemstone closely resembling eggs of a sort. Partially due to their maternal instinct and probably due to the corrupting influence of the Gemstones the Harpies have grown extremely protective of their nest and will guard it to the death if need be

Terrain

The scenario is for two players and a referee who controls the Harpies.

Normal set-up rules for a Skirmish apply, but make sure you set one of the taller buildings (6" or taller) in the centre of the playing area. The top of this is where the Harpies have built their nest. The more floors, the more fun.

Ladders may be placed in nearby buildings, but none in the building occupied by the Harpies. Roll a D3 to determine how many Gemstone shards are included. The nest is also full of various items. The winning warband may roll on the chart provided to determine what is contained in the nest.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Harpies

Setup

All players roll a D6 to see who deploys first, with the player rolling the highest choosing the table edge.

Starting the Game

The Harpies go first before any of the warbands. The players roll a d6, the highest roller goes next.

Special Rules

Harpies

The Harpies are jealously protective of the Gemstone in their nest. If any model approaches within their move range (2xLong) then they will charge. The Harpies will try and coordinate their attacks so at least one stays back and protects the nest. Therefore, a Harpy may disengage from a fallen enemy model if there is an opportunity for one of its companions to charge another model.

Harpy
Q3+ C4 Flying, Long Move, Free Disengage

Pick Up

If a Harpy is able to use 2 consecutive actions for an attack, then the Harpy has successfully grabbed on to her enemy and swoops back up in the air to drop the model allowing gravity to do the work instead.

Roll the combat as usual, if the Harpy wins the attack, it does not cause a fallen or recoil. Instead, roll a d6 for distance and a random direction (using smoke rules from Flashing Steel) the model will land after being flung by the Harpy.

1-2	Short Distance
3-5	Medium Distance
6	Long Distance

Next the player controlling the Harpy roll another D6. This is the distance from which the model has been dropped. The result is the Strength of hit (C1 to C5, reroll 6's). Normal falling rules apply, if the model is dropped onto enemies, they are destroyed. If the model is dropped onto a friendly unit, the friendly unit receives a C3 freehack.

Once its opponent is dropped the Harpy may continue flying and return to the nest, preparing for another attack. Models that are Fallen will not be attacked as it is too difficult for the Harpy to fly that close to the ground and do a drop attack.

Will not Rout:

The Harpies have mistaken the Gemstones in their nest for Harpy eggs and will fight to the death to protect them.

Ending the Game

A warband wins if all three Harpies have been taken out of action and the other warband has routed.

The Harpies win if both of the warbands rout before the Harpies have all been taken out of action

Rewards

Harpy Nest Contents: Besides the Gemstone the following items may be in the Harpy nest. Roll for treasure, using SGD rules.

30. tOtAGA 3: RoundUp
at the Corral

Jake Thornton

Description

McGuffin was a travelling merchant, and not a very good one. Perhaps it was his choice of wild boar as merchandise; perhaps it was his accent, but whatever the case he'd been kicked out of every town around. This City was his last hope.

Soon he came across the old market place, complete with pens for livestock – the perfect site. He really was in luck today. McGuffin and his hapless assistant were attempting to guide the boars into an old pen when he slipped and fell. The boars may be thickskulled, but they know an opportunity when they see one and they jumped on him. His assistants tried to intervene; all but one were trampled, gored and tusked in the fray, and soon there wasn't much left of 'lucky' McGuffin and his men.

The boars, on the other hand, were loose. Their taste of merchant mixed with the Gemstone they had wolfed down at the same time (that had been hiding in the pockets of the unfortunate McGuffin) all added to their naturally belligerent, vicious and mean character making them even nastier than usual. On the other hand, word from the sole survivor soon travelled throughout the City: there's a bunch of boars running around the City with Gemstones in their stomachs...

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item.

We suggest that the terrain is set up within an area roughly 4' x 4'. The centre of the area should be empty to represent a pen or open area for the boars to run off in a random direction.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

The Boars

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Starting the Game

Roll a D6.
The player rolling highest has the first turn, and order of play proceeds clockwise around the table.

Special Rules

Boars

Once you have placed the terrain, place D3 + 1 boars for each warband involved in the game. All boars start in the middle of the table. The boars will go first.

In this scenario, boars move in one of two ways. If there is a non-boar model within Long then they will charge the nearest one they can reach. Otherwise, use a random direction (scatter dice or the Smoke rules from Flashing Steel) and roll a d6 for the distance of each boar's movement.

1-2	Short Distance
3-5	Medium Distance
6	Long Distance

Searching for Gemstones

If a boar moves into a non-boar model anyway, then it attacks. Each boar must be killed in

order to search it for Gemstone. No boar would allow anyone to perform a cavity search whilst it was alive… When the boar is killed the warrior must roll a D6 to search for Gemstones:

- On a 1-3 the warrior cannot locate the stomach of the boar and must wait next turn to try again (yuck!).
- On a 4-6 the warrior has located the stomach or intestines of the boar.

He then rolls a D3 to determine how many shards of Gemstones he's found. If more than one model is in contact with a dead boar the second (and subsequent) may try to find the Gemstone if the first fails. Gemstone can't be transferred to another warrior. Animals cannot carry Gemstone, but can cause a kill. If a warrior carrying Gemstones is killed, stunned or knocked down then place Gemstone counters beside it to represent the dropped items. These may be picked up by anyone who's allowed to carry it.

Mutations

On the beginning of the war boars' second turn they may begin to mutate due to the Gemstone they have swallowed. Roll a D6 per boar. On a 5+ they mutate that turn. Once mutated the boar will not mutate further. Roll on the table below for the mutation each boar gets:

D6 Mutation:

1 Tentacle: A tentacle emerges from the boar's body. It may use this to grapple its opponent in close combat to reduce his enemies C by 1, down to a minimum of 1.

2 Blackblood: If the boar is killed in close combat, anyone in base contact with it suffers a C3 freehack (that cannot be doubled or tripled) from the spurting corrosive blood.

3 Spines: Any model in base contact with the boar suffers an automatic C1 freehack at the beginning of each activation they remain in base to base combat. Spines will never double or triple.

4 Scorpion tail: The boar's tail changes and grows a poisoned barb. It gets +1C in close combat and gains the Poison special rule.

5 Hideous: The boar causes fear.

6 It's so much worse! Roll twice on this list.

Ending the Game

The game ends when all warbands but one have failed their Rout test.

If two warbands are left they may ally together to end the game. Voluntary Routing can only happen after losing 25% of your troops.

Rewards

+1VP for every Boar successfully searched.
+1VP for every shard of Gemstones found.
+1VP for every 20 pts of enemy models taken out of action.

31. Race to the Stash

Jace Proctor

Description

Through your network of informants and spies, you have learned of a large stash of treasure deep within the city's rich quarter, which once housed the affluent and often corrupt upper class of citizens. According to your informant, this find has only just been discovered, and the riches are ripe for the taking! Finds like this are rare, but a find in the rich quarter is almost unheard of, as this area of the city is trafficked often by the warbands seeking Gemstone and riches. Immediately gathering your warriors and gear, you quickly embark towards the location of the rumored find. As you quietly make your way across the remaining bridge and through the streets of the City, you catch sight of an opposing warband who is traveling in the same direction as you. A row of ruined, but still standing buildings separate you from your rivals, who have also spotted you. The both of you quicken your pace, and suddenly you hear the crack of a crossbow bolt whizzing through the air and striking a wall behind you. Your warband returns fire in kind, still racing through the mottled, uneven streets of the former rich quarter. Through the gaps in the buildings you exchange shots, speeding through the twists and turns of the city, approaching the stash of treasure at breakneck speed. Whoever is to reach the horde first will have a marked advantage, as they will be able to take covered positions and defend the find against the attackers.

Terrain

Set up the terrain so that there are two lanes or streets, one for each warband, with both lanes eventually leading to a building or other structure that represents the treasure horde. The lanes should be segregated by a row of buildings or other such terrain that is impassable on foot, but can be shot through.

These lanes should be as similar as possible with respect to length and distance from the goal, but do not have to be perfectly straight or symmetrical. A slightly longer table or playing area than normal is recommended for this scenario; something roughly 5' x 2' or larger would do nicely.

For extra excitement, the lanes can converge at the finish line.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Roll a D6 for each player. The player with the highest score can choose which lane he or she wants to set up in. The opposing player must set up in the other lane. All models must be deployed within Long distance of the closest table edge and inside the lanes.

Because the warbands are racing toward the goal as fast as possible, no models may be deployed on high ground at the start of the game.

Starting the Game

Each player rolls a D6 and adds the Quality value of their leader.

The player with the highest total result goes first.

Special Rules

Breakneck Speed

The warbands in this scenario are navigating their way through the city as fast as possible, and will not stop until they can see the horde of treasure they are searching for. All models in this scenario must run the maximum distance allowed every turn until they are within line of sight of the goal, at which point they will slow down.

However the warbands are aware of their competition, and will occasionally shoot toward each other in a desperate attempt to slow the other band down. Because of this, models armed with a shooting weapon may shoot while running, with a -1C penalty conferred for doing so. This penalty is added to any other penalties as normal, such as over half distance or being behind cover. Reloading rules apply as normal.

Units that are not equipped with ranged weapons may grab and throw rocks and bottles. They must make a successful Quality roll to pick up a rock, then roll at -1C to throw the rock.

Ending the Game

The battle ends when one warband reaches the Goal, or routes.

Rewards

The warband that reaches the goal receives a bonus exploration dice.

32. Raven Barracks

Andy Tabor

Description

The great Barracks, located North West side of the ruins, housed the military arm of Count Gilfried. The Empire was deeply embroiled in a bitter civil war. During this turmoil, Count refused to commit his forces to any of the three warring factions. The Count had the finest uniforms made for his soldiers. As the Empire went to war, expending valuable resources on arms and soldiers The city grew rich in selling arms and supplies at extortionate prices to any side. The weapons were top quality and craftsmanship.

After the great disaster the barracks are empty of soldiers. The soldiers have perished or left the city as fast as they could. Now many warbands are attempting to get to the Barracks to stock up on supplies for themselves or to sell them at a profit. The route to the barracks is dangerous and leaving alive from the barracks might be more difficult than the warbands think.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, wall, or similar piece of terrain.

We suggest the terrain is set up within an area of 4' x 4' or 4' x 6'. If you have a large Fortress, you can use it as the Barracks. The barracks should be an area that is at least 2' x 2' in the middle of the board.

Plenty of terrain should be around the barracks to provide cover and some obstacles to get there.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Once you have placed the terrain, place D3 +1 crates for each warband involved in the game on the tabletop to represent where the crates are in the Barracks.

The crates should be at least Long distance away from the table edge and Medium distance away from each other.

Starting the Game

Each player rolls a D6 after the terrain has been placed. The player rolling the highest roll has the first turn, and order proceed clockwise around the table (based on where players placed their warbands).

Special Rules

Crates

Once a model is in base contact with a crate they must wait till the next turn to move with it.

When a model First touches a crate roll a D6. If the result is a 1 then a trap has been activated. D3 Arrows are fired at that model, each at C3. Only one trap per crate. Mark all crates that may have traps.

Carrying Crates

Each crate can be carried by a single model at normal movement rate (but may not use more than one move action per activation). Two models may carry a crate, in which case they may group activate and use up to 3 move actions.

While carrying a crate, the model may not fire any missile weapons or use any spells. If attacked, the crate will be dropped, ready to be carried by anyone coming into contact with it.

Once a model escapes off the board with the crate, the model and crate can not return to the board.

Routing

Models that have left the table with crates DO count against your numbers for moral rolls. Each model that escapes with a crate makes it harder for your remaining models to keep searching.

Ending the Game

The game ends when one warband manages to get all his men off his table edge with supplies or when all but one warband have routed.

Routing does not mean an automatic loss; only VP totals matter.

Rewards

+1VP for every 30 pts of enemy models taken out of action.
+2VP for every crate safely removed from the table.

Each crate in the possession of a warband at the end of the game earns them a roll on the Crate table.

There are many options of supplies to have in the crates. Feel free to change them to your gaming groups needs. We recommend rolling for treasure using SGD rules, one roll per crate. Either way, decide before the game starts what the reward will be.

33. The Haunted Wreck

Balanced *Mordheim*

Jim Schumacher

Description

The warbands have heard of the wreck of a treasure ship. The ship was broken up by a violent storm. Only one sailor, by the name of McGuffin, survived and he was driven mad by his ordeal.

He keeps saying, "their dead hands reached for me. They were dead I tell you. They reached for me..."

Terrain

The river flows across a 4x4 table. The river varies from 18 to 48 inches wide. It may contain up to 3 small islands. Islands must be no more than 3 inches radius.

The river's banks may contain gaps to indicate tributaries. These gaps may be 6 to 24 inches wide. The river may be spanned by a bridge, however the bridge must allow a boat or raft to pass under it.

A shipwreck is placed in the centre of the table touching one of the islands. The banks are covered with jungle and the odd ruin or guardian statue.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

1. Determine the direction of the current in the main channel (use a scatter dice, or the Smoke rules from Flashing Steel).
This is important, place an arrow on the board.
2. Roll a d6 to determine who sets up first. Each player places his boats/rafts as close to the centre of the river as possible but only Medium from each other. No boat may more than Long Distance from an open table edge.
4. Place a treasure chest in the centre of the wreck.

Starting the Game

Each player rolls a D6. The highest roll may choose to move first.

Special Rules

The Rafts

Choose a model that will pilot the raft and mark them accordingly. If killed, any model will step in to replace the pilot.

Models may activate and move and attack from the raft. If the rafts are touching, you may board each others rafts.

Moving the Rafts

If the Pilot model does not make a move action during their activation, the raft will move in the direction of the river Medium distance (this happens after the player activations are complete, or after they have lost their turn due to failed rolls).

If the Pilot uses a move action with the current, the raft moves Long distance. A move against the current is at Short distance. A move lateral to the current is at Medium distance.

The Crew.

The crew of the stricken ship are cursed by their greed to guard their treasure for eternity. The crew will appear within Long Distance of any model that is on board the wreck. The crew will not appear until the wreck is boarded. Once they have appeared the crew has its own turn like a multi-player game. The crew turn follows the player that boarded the wreck. The crew will attack the nearest enemy model until the wreck is cleared of attackers or the crew is destroyed.

If the wreck is empty of player warbands for an entire turn, the crew disappear. They will reappear if another model sets foot on the wreck. Killed crew are replaced once they disappear. A full crew appears every time.

If using weather effects, the Crew are never affected by weather.

When the crew appears, the Captain appears within Medium distance of the treasure. d6+1 Melee pirates and d6+1 Ranged pirates appears within Long of the tresspasser. If multiple models board the wreck, divide the crew evenly.

Profiles

Pirate Captain
Q3+ C3 Undead, Terror, Tough

Undead Pirate Melee
Q4+ C2 Undead

Undead Pirate Ranged
Q4+ C2 Undead, Shooter (Medium)

Ending the Game

The game ends when the pirates are destroyed or unable to attack (due to being stuck in the water or left behind on the ship). When all warbands but one have routed, or when one warband has carried the treasure off a table edge.

Rewards

If a warband gets the treasure off the table, they receive +1 exploration dice.

34. Spawn Hunting

SpecialModel | Balanced | Mordheim

Thrasher Kitch

Description

"Over there men! After it! 50 Crowns to the man who brings that chaos beast down!" shouted Captain Gilfried to his men, as they chased the twisted Chaos Spawn through the ruined streets of what was once a productive farming village. Men and women bore twisted visages of their former selves, and much, much worse was to be found. The touch of Chaos was laid heavily on the land. Many priests of the righteous gods were trying to do what they could, but some of the more physical threats required a less spiritual touch, and more of a physical beating. In this case, a Chaos Spawn has been tracked down, and is terrorizing its way through the remains of the city, and your warband is chasing it, and trying to bring it down. Or maybe you're trying to subdue it and bring it under your control, and then use it to make it your loyal servant. Such a creature would be very, very powerful to have under your control. However, you've run into a snag.
Another warband has spotted you, and is closing in to intercept you and stop the spawn themselves. What is their motive? Why are they here? Such questions are not to be answered here.

Terrain

This scenario can take place in any locale.

We recommend a 4'x4' table crammed full of ruined buildings, towers, etc.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

The Spawn

Setup

The setup is for two or more warbands. The warband with a highest rating should be set up within Long distance of one corner of the board, as they are the warband hunting the spawn.

Place the spawn 2xLong distance from them, directly between them and the center of the board (always place it on ground level.)

Place opposing bands on the table edges opposing that player, and within Long of the edge. The player may pick which of the two sides he starts on.

Note: If the warbands taking part in this campaign are highly rated, you may be better off using multiple spawns instead of one. Alternatively, for multiple warbands, you could also do it as "Number of Warbands -1" to determine how many spawn you need.

Starting the Game

The Spawn gets the first turn, and immediately make a move, away from the band pursuing them. Then the hunting band goes second, and roll a D6 for all other warbands taking place in this scenario, with the highest going first.
This means the Spawn have their own turn, in addition to the players, so here's the rundown of turn order:
Turn 1: Spawn
Turn 2: Pursuing Band (Highest Rated)
Turn 3-?: The remaining warbands, dice off for turn order.

Special Rules

Gemstone Necklace

Make note of which warrior(s) deliver the killing blow to each of the spawn on the table. After the fight, roll a D6 for each warrior who took a spawn OOA. Whichever rolls the highest, he found a mysterious Gemstone pendant around the neck of the spawn. He can either wear it or sell the pendant to a wandering wizard for 10D6 G. Should the warrior choose to put it on, consult the following table for the result.

Roll D6 after the game
1-2 Decrease Q by 1.
3-4 No effect beyond dark and troubled dreams.
5-6 Increase C by 1

Spawn

Each of the Spawn on the table has the following Stat Line:
Immune to Psychology, Fear, Skull of Steel
Skull of Steel: The Spawn are virtually immune to pain, as normal people feel it.
In any turn in which the spawn rolls an
injury result of "Knocked Down" or "Stunned", ignore the result, instead reduce the monster's attacks to a D3 result, instead of the D6+1 given in the profile. This hindrance will continue until the Spawn's next turn, then it is removed.
To move a spawn, roll an Scatter die (or use Smoke rules from Flashing Steel) for a random direction, and roll a d6 for distance moved:

1	Short Move
2	Medium Move
3	Long Move
4	2 Short Moves
5	2 Medium Moves
6	2 Long Moves

If the direction roll comes up doubles, it will move in the direction of the closest enemy.

If engaged in hand to hand, it will attack once then move away in a random direction, a random distance.

Chaos Spawn Profile
Q3+ C4
Tough, Fearless, Free disengage, Clinging

Ending the Game

The game ends only after the Spawn have been taken OOA and only a single band is remaining on the table.
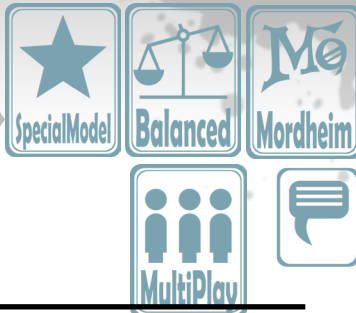
Warbands may voluntarily rout after 25% casualties.

Rewards

+2VP for the player that kills the Spawn (or for each spawn killed in a multi-spawn game).
+1VP for every 30 points of enemy models taken out of action.

35. The West Gatehouse

Andy Tabor

Description

Waidus Heridon owns a bar where only the most vile would dare gather. Cut Throat's Den is known to house the foulest scum in the Ruins. The main path from Cut Throat's Den to The City Ruins is by the West Gatehouse. Normally, most would think nothing of going to the City via the West Gatehouse but danger lurks at every corner and this area is not different. The West Gatehouse remains guarded by a dark and sinister tree beast, and to enter the city from this direction adventurers must first brave passing by this monstrosity. Skeletons hang from its branches and who knows how many skulls are entwined within its blackened roots. Warbands tend to scale the walls or have found tunnels into the city from the West side in order to avoid The Giant Oak that lurks at the West Gatehouse.

The Great Oak that once stood near the ornate gates of the garden uprooted itself and began a rampage of death and destruction. A huge one hundred foot tall monster, it smashed through the perimeter wall of the gardens and began to make its way to the West Gatehouse where crowds had gathered in a desperate attempt to flee the disaster. Many warbands have disappeared when they have ventured through the West Gatehouse. There are rumors The Giant Tree guards not only the West Gatehouse but treasure. Many warbands have decided to go after the Giant Tree together to split the riches but many have died by the hands of The Great Oak or by each other as truces only last as long as a warband wants.

Terrain

A large Fortress works best as a gatehouse and a surrounding wall section.

There should be terrain but not too much to block the movement of The Great Oak.

Each player takes it in turn to place a piece of terrain, a ruined building, tower, wall, or similar piece of terrain. We suggest the terrain is set up within an area of 4' x 4' or 4' x 6' if you want to use more warbands or just like more space.

Leave a 6" x 6" square in the middle of the board for the Great Oak.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Evil Arbors

Setup

The Giant Oak will be placed in the middle of the board. Each warband will roll a D3 for the amount of Saplings that will be placed on the board.

The Saplings will be placed on the board before players roll for sides and will be placed Up to Long distance from the Giant Oak. The Giant Oak and Saplings will always be the last "player" take its turn.

Starting the Game

Each player rolls a D6 after the terrain has been placed.

The player rolling the highest roll has the first turn, and order proceed clockwise around the table (based on where players placed their warbands).
The Giant Oak and evil arbors will be considered the last warband in order of play.

I would suggest that players take turns playing the Evil arbors

Special Rules

Evil Arbor Profiles

GiantOak
Q3+ C4
Huge, Slow, Forester, Tough, Entangle, Terror

Saplings
Q4+ C3
Forester

Flammability

Fire does serious damage to either the Giant Oak or the Saplings. They will not continue to burn, however, so do not use SWW flamability rules. Instead, fire weapons subtract 2 from the trees Combat rating.

Alliances

Any warbands may form alliances just by openly declaring it. There are no secret alliances allowed.

In order to break an alliance, simply roll your leader's Quality. On a success, you can now attack your ex-ally. On a failure, you are still allies, but your ally knows of your attempted treachery.

Multiplayer

This scenario can be played multiplayer (up to 4 warbands).

Ending the Game

The game ends when all warbands but one has failed their Rout Test. If two or more warbands are left they may ally together to end the game but they must agree on how to split the hoard (if Great Oak and minions are OOA). If an agreement can not be worked out then they will fight it out until a "gentlemen's" agreement is reached.

Rewards

The winner recieves an extra 5d6x2 gold, 1d3 exploration dice, and a roll on the treasure table (SGD). This must be divided amongst allies. You may not roll to see how much gold or dice there will be, and you may not roll for the treasure. You must divide it blind.

36. The Writing on the Wall

Balanced *Mordheim*

James Burkhouse

Description

The warbands have each heard rumors of a map drawn on an alley wall on Tyler Street that leads to great treasure! This alley is in the Poor Quarter, a cluttered and twisting section of the city. Whoever can decipher the map and keep this precious knowledge from their enemies will gain a great advantage in the hunt for a fantastic treasure! It's too bad the rumors also say that the map is nonsense and was drawn by crazy Old McGuffin. If a warband can make sense of McGuffin's ramblings, there is sure to be worthwhile treasure there.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. If your terrain collection allows, a dense warren of narrow, crooked streets is ideal.

In any case, the centre of the table should have two buildings, placed close together so as to form an alley, one base wide. The map will be written in this alley. Because of the ruins, close confines of the alley, trash, etc., the alley is considered difficult terrain. We suggest the terrain is set up in an area roughly 4'x4'.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

The warband with the lower warband rating chooses whether to set up first or last. The first player then chooses which table edge to set up on, and places all of his warriors within Long of that edge. His opponent then sets up within Long of the opposite edge.

Starting the Game

The player with the lower warband rating has first turn.

Special Rules

The map on the alley wall was written by a madman, and the warriors will have a tough time puzzling it out in the middle of a fight!

In order to understand the map, a hero must be moved into the middle of the alley, and must spend 4 consecutive actions doing nothing but studying the writing. If interrupted, the model must start again.

Once a warband has no further use for the map, they may ruin the wall so other warbands can't follow the directions to the treasure! The wall has a Combat of 2, any successful melee attack defaces the wall, ruining the map. Anyone attacking the wall must be in the alley (they cannot ruin the map from the other side of the wall).

The model that read the map must survive to tell the warband where the treasure is.

Ending the Game

If one warband is able to decipher the writing on the wall, and then ruin said writing, the scenario ends immediately, and that warband wins.

If both warbands manage to decipher the writing, then the scenario ends in a draw. If one warband deciphers the writing and then routs, the game ends in a draw. If the writing is somehow ruined before it can be deciphered by either warband, the scenario ends in a draw.. Alternatively, if one side routs, the other wins. The winners are assumed to decipher and orient the writing at their leisure.

Rewards

The map severely aids in exploration. Any side that successfully read the map (and the model survives) recieves the item "Strange Map."

Strange Map may be discarded for the ability to slide up or down the exploration table by up to 2 numbers.

Example: You roll a 29 on the exploration chart and want to discard your Strange Map. You can now choose from 27, 28, 29, 30, 31.

37. NC* 1: Nightfall

Timed | **Balanced** | **Mordheim**

Nemesis Crown Development Team

Description

Deep within the Great Forest dangerous creatures prowl after dark.

Each human settlement protects itself by erecting a stout wall around its perimeter, the gates of which Colonel Gilfried locks shut at nightfall. It may happen that a warband becomes delayed until after dusk. Should this happen, the only way for them to access the sanctuary of the village is by scaling the wall.

Other more sinister bands may attempt to climb the walls in order to loot and pillage the village while it sleeps.

Terrain

The scenario should be played on a 2' x 4' board. On the board place trees, ruins, rocks and any other terrain you wish.

One of the board's short edges represents the only reasonably accessible section of the village's protective wall. You may wish to place wall sections along this edge, although they will have no real effect on the game.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Divide the board into imaginary quarters.

Both players roll D6, the player with the higher result deploys first within one of the board quarters furthest from the town wall. His opponent sets up within the remaining board quarter that lies furthest from the town wall, but not within Long distance of enemy models.

Starting the Game

Where each warband has the same movement each player rolls D6, with the higher number takes the first turn.

Special Rules

Climbing the Wall

To break into the village, models must first scale the wall. Climbing the wall uses standard climbing rules. The wall should be either Medium or Long height.

Once upon the wall the models are assumed to climb down the ladders on the other side and enter the village safely. These models may not return to the board.

Ending the Game

Due to the importance of entering the town there are no rout tests. As night falls, the forest becomes too dark to see anything. At this point the game ends . From the end of turn six, roll on the following table to determine when this happens.

End game turn six: 6+
End game turn seven: 4+
End of all subsequent turns: 2+

The winner is the warband with the most models in the village.

Rewards

+1VP for every 30 points of model you got over the wall.
+1VP for every 30 points of enemy model you took out of action.

38. NC 2: Necromancer Tower

Balanced *Mordheim*

Nemesis Crown Development Team

Description

*The locals tell of an isolated tower far away from the comforts of civilisation. Known as **Ocauron**'s Tower, it is said to be the dwelling of an evil Necromancer. Rumours have it that the Necromancer **Ocauron** has recently left his tower to assist an accursed Vampire as he musters his forces for the War.*

The warbands figure that there must be some easy pickings to be had while the wizard is away. What they don't know is that he has set a number of guards and magical wards to protect his lair.

Terrain

Set the table for a wilderness battle, including hills, tors, trees, streams and anything else the players wish.

In the centre of the board should be placed a building to represent the tower.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Both players roll D6, the player with the higher result deploying first within Long distance of a table edge of his choice.

His opponent sets up on the opposite edge.

Starting the Game

Both players roll D6, the player with the higher result takes the first turn. The remaining player goes next.

Special Rules

Security Magic

The wizard's wards will cause the following effects on any warband that dares venture within the vicinity of his tower.

Blast of Ocauron

At the beginning of each player's turn roll D6.

On a 4 this spell will activate. It has a range of between Long & 3xLong, measured from the edge of the tower.

It will always target the nearest model and any model within Short distance of the target. Models in Hand-to-hand are valid targets.

If there are 2 valid targets the same distance apart, roll to determine which is targeted.

Roll a d6. On an even, it hits the intended target. On an odd, the magic misses, roll a scatter dice (or roll for Smoke from Flashing Steel) and it will instead target the nearest model from the original target in that direction.

The targeted model receives a C4 ranged attack. Any model within Short of the target recieves a C2 ranged attack.

Bolt of Ocauron

At the beginning of each player's turn roll D6. On a 5 a bolt of raw energy will shoot forth from the tower. It will be directed at the farthest standing model. If this model is in handto-hand combat then randomise to determine which combatant is hit. Note that there must be a line of sight between the tower and the target model.

The bolt hits for a C3 ranged attack.

Ocauron's March of the Dead

At the beginning of each player's turn roll D6. On a roll of a 6, d3+2 Zombies appears at the door to the tower. During each player's movement phase, any Zombies will shuffle Short distance towards the nearest standing model. Once within Long distance of an enemy, the Zombies will activate as usual and will rush the nearest enemy model.

Zombie Profile
Q5+ C3
Undead, Slow

Ending the Game

The Necromancer's wards and spells will cease as soon as one warband fails a rout test. The remaining warband must take any existing Zombies Out Of Action, although no more will appear.

If they succeed in doing this then they have won the game.

Note that it is possible for both warbands to fail their rout tests before the game ends. In this case, the game is a draw.

Rewards

The winning warband will find a Tome of Necromantic Magic. This may only be used by nongood warbands.

Determine what powers it has before you play. The powers should be roughly equal to the value of sale, 50 gold.

Imaginative campaign referees might wish to consider that the Necromancer may want his tome back at some point in the future.

Good warbands may sell or destroy the tome. They will receive 50 gold for their troubles.

39. NC 3: The Warmachine

Nemesis Crown Development Team

Description

Word reaches the warbands of a ruined fort once occupied by a regiment of the Empire's finest.

Repeated raids from the nefarious creatures of the forest decimated both their numbers and their morale, causing these hard-pressed men to abandon their post and General Gilfried to begrudgingly fall back. They took with them all they could carry but left behind a fully-functional mortar, too large to transport in their haste.

The warbands have heared rumours of this mighty warmachine and are putting into action plans to salvage it.

Terrain

Set the table for a wilderness battle, including hills, tors, trees, streams and anything else the players wish.

In the centre of the board should be placed a building to represent the ruined keep. A model to represent the mortar should be placed within.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

The warband with the lower warband rating may choose to be the Attacker or the Defender.

The Defender sets up first inside, or within Short distance of, the ruined keep.

The Attackers may deploy up to Long distance of any table edge. They may spread themselves around as many table edges as they wish.

Starting the Game

Both players roll a D6, the player with the higher result taking the first turn.

Special Rules

The Mortar

The Defenders have full use of the mortar.

One model must be standing in base contact with the mortar in order for it to be fired.

Firing the Mortar

To fire, the model must activate with 2 actions.

The firing player places an arrow token on the table, indicating the direction to be fired.

The player states how many xLong distance the model is aiming for. Measure that distance and place an artillery marker there.

Accuracy Roll

Roll a d6, on an even, the mortar hits where the artillery marker indicates. On an odd, it will scatter (use Smoke rules from Flashing Steel) a random direction, Long distance. On a 1, it is a misfire - roll on the misfire chart below.

Where ever the Artillery hits place the marker. All units within Medium distance of the marker take a C3 ranged hit.

Misfires:

1	Boom! The mortar shell explodes before it is fired. The mortar is destroyed and the crewman takes a C5 hit.
2-3	Dud. The fuse fizzles and the gun fails to fire. It takes a complete turn to replace the shell, so the mortar cannot fire this turn or next.
4-6	Short fuse. The shell explodes in mid air, so the shot has no effect this turn.

Ending the Game

The winner is the last warband to rout.

Rewards

If the referree doesn't have any narrative plans for the Mortar in the story, it can be sold for 50 gold, or traded for information (+1 Exploration Dice).

40. NC 6: The Flood Plain

Balanced | Mordheim

Nemesis Crown Development Team

Description

It's summertime in the area known as the Great Confluence, where the Two Great Rivers meet. As ever, the banks have burst from the snow-melt from the distant World's Edge Mountains and the nearer Middle Mountains. The entire area is flooded except for the series of islands that were once hills. Much flotsam and jetsam has washed up on these islands - perhaps the last remains of a cargo from a now-sunken freight barge, long ago ambushed by the bandits that dwell in the forest.

Terrain

The game takes place on a 4' x 4' board. The board itself represents the flooded land.

You should also place a large number of hills to represent the relatively dry islands on the plain. These hills will have various obstacles such as ruined buildings, trees, etc. Feel free to add walkways and jetties if you have something to represent this.

Trees, rocks and ruins should be placed on both the hills and within the floodwater.

A number of small, flat-bottomed boats (used by the locals) may also be placed on the board. One or two at each end should suffice.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Both players roll D6, the player with the higher result deploying first within Long of a table edge of his choice.
His opponent sets up on the opposite edge.

Starting the Game

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

Special Rules

Flooded Land:
The board is covered with shallow water. Shallow water rules from SWW apply. Also, shallow water counts as Broken Terrain.

Rafts:
These are small rafts used by the locals and may
hold up to two normal or one large model. A model in base contact with the raft may cast it adrift. A push from the model will send the raft drifting up to Long distance. This is a quick way to cover much ground with a model on a raft who can move after the raft drifts.

Flotsam:
The players take it in turns to place D3+1 Treasures tokens on the islands.
To pick up a Treasure, a model must stop alongside the token.

Ending the Game

The winner is the player whose warband is last to rout.
The routing warband must roll 4+ in order to keep each treasure held at the end of the game – otherwise it falls into the water as he flees.
You must roll for each treasure held separately.

Rewards

The players may keep all of their Treasures as described above. Use SGD treasure rules for each treasure successfully held.

41. NC 7: The Shifting Paths

Balanced *Mordheim*

Nemesis Crown Development Team

Description

The paths deep within the Great Forest are said by the locals to never lead the same way twice, as though the forest itself is trying to entrap intruders within its realm.

Terrain

This scenario is best played on a green 4' x 4' table.

The table itself represents dense forest, completely impenetrable to the warbands. You may wish to scatter some trees around the table although these are cosmetic and have no real game function.

A network of paths should be arranged by the players.

Each table edge should have at least two paths running to it. Players may prefer to model their own paths.

Alternatively try using strips of card or find something suitable to print from an internet web site.

In addition, place D3+1 hills or other suitable terrain.

These represent glades within the forest. Each glade should have some sort of treasure token placed within it.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice.
His opponent sets up on the opposite edge.
Models may only be placed on the paths.

Starting the Game

Both players roll D6, the player with the higher result taking the first turn.

Special Rules

The Moving Paths

The trees in the old part of the forest are indeed sentient and will try to get the models lost.

After each player has taken one full turn, roll D6 at the beginning of each player's Activation. On a 4+ all the trees move. This is achieved by scattering each unoccupied section of path in a random direction (using a scatter dice, or Smoke rules from Flashing Steel), a distance determined by the chart below.

Distance

1-2	Short
3-4	Medium
5-6	Long

The orientation of the moved paths should be left generally unaltered. If the dice indicate that the path section should leave the board then move it to the perimeter and rotate it clockwise by the excess distance instead.

Note that the glades will not move.

Bursting Through

Where the paths are Short distance or less from another path or glade, the models may attempt to burst through the dense tangle of forest. To do so, the model must pass a Quality test. If the test is failed then the model stops adjacent to the section of forest that he attempted to burst through.

Bursting through cost 1 action to attempt. A model may move or even attack after bursting through.

Once a section of forest has been burst through, the thorns and branches will knit themselves back together. Further attempts to pass through this section will require further successful burst-through tests.

Note that it is not possible to burst through to the board edge.

Treasure

Models that end their movement phase in base contact with the treasure token may pick it up providing that he is not in hand-to-hand combat. If a model carrying a token is taken out of action, place the token where he fell.

Should the model's warband fail a rout test, the model will escape with the treasure on a 4+. In a multiplayer game, place the token where the model stood before fleeing.

Ending the Game

The game ends when all but one warband has failed their rout tests.

Rewards

Treasure tokens can represent treasure as per the rules in SGD, or they can each be 2d6 gold extra.

42. NC 8: Fowl Play

Nemesis Crown Development Team

Description

During times of war the use of carrier pigeons to relay information to agents in the field is a vital strategy of the Empire. These pigeons carry important intelligence and for this to fall into the wrong hands could spell disaster. For this reason, important messages are often divided amongst several birds, to minimize the risk of key information being intercepted. Unfortunately there's been a mix-up at the dispatch office. A series of vital messages have been inadvertently sent out strapped to a flock of pigeons already fitted with the legendary McGuffin's Patented Pigeon Bomb.
Now the warbands must attempt to recover or intercept these unfortunate fowl before they fall into enemy hands.

Terrain

This scenario can be played in any location.

We recommend there be many levels, as chasing pigeons across roof tops is much more fun than chasing them in a field.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice.
His opponent sets up on the opposite edge.
At the centre of the board should be placed 2D6 tokens to represent the pigeons.

Starting the Game

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

Special Rules

Pigeon Movement

Once a model is within Long distance of the pigeons they will begin to move randomly. At the start of each player's turn, roll a scatter dice (roll Smoke rules from Flashing Steel) to determine the direction of the pigeons movement. Roll a d6 for the distance it will move in that direction. Roll separately for each pigeon.

Distance Chart

1-2	Short
3-4	Medium
5-6	Long

The pigeon will always land upon the highest terrain feature beneath it, e.g. if the dice indicate that the pigeon is to fly above a building, it is assumed to be on the roof or the highest storey.

Should the Smoke dice add to 7, roll a third dice. If the third dice is even, nothing happens, if the third dice is odd, then the poor pigeon has exploded in a flurry of feathers and charred message. Any model within Short distance of the bird will receive an automatic C3 free-hack.

Catch The Pigeon

A model may catch the pigeon by finishing his Movement Phase in contact with the pigeon token and passing a Quality roll. The model will carry the bird with message, bomb and all – there is no time to remove these in the heat of battle. While carried there is no risk that the pigeon will explode.

Any model carrying a pigeon who becomes Knocked Down, Stunned or Out Of Action will drop it. The bird will fly away as described above at the start of the following player's turn.

Fly my Beauties

The carrier may opt to use his pigeon offensively, lighting the fuse and sending it out with the aim of blowing up the enemy. The player should nominate a visible target and roll on the following table:

1	Oops! The confused pigeon returns to its handler! Place the template over the initial carrier and resolve the explosion.
2-4	Boom! A poorly cut fuse means the bomb explodes harmlessly in mid air (harmlessly for everyone except the pigeon)
5-6	Huzzah! The pigeon lands exactly on the head of the right target. The pigeon causes a C3 hit to all models within Short distance of the target.

Ending the Game

The game ends when a player fails a rout test. Due to the importance of the mission, voluntary routs are not permitted.

A player failing a rout test must roll D6 for each pigeon being carried. On a result of 1-3, the pigeon manages to fly off as the warrior scrambles for safety.

Players gain +1 Victory Point (VP) for every pigeon still carried at the end of the game. The winner is the warband with the most VPs.

In the event of a tie, the winner is the warband that didn't fail a rout test.

Rewards

Each pigeon caught is worth 3d6 extra gold.

43. NC 9: The Wild Wood

SpecialModel | Balanced | Mordheim

Nemesis Crown Development Team

Description

Deep within the depths of the Great Forest lurk fey enchanted creatures who do not welcome intruders.

Terrain

This scenario should be played in a wooded table, 4'x4'.

It should represent a clearing, a sort of enchanted grove.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice.
His opponent sets up on the opposite edge.

Starting the Game

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

Special Rules

This area of the forest is inhabited by mischievous Spites. These are magical creatures said to be distant relatives to the Wood Elves. Whatever their origins, they do not welcome intruders into their domain and will use their woodland magic to see them off.

At the start of the game there will be D2 Spites per warband, placed in the centre of the board. At the start of each player's turn they will move a random distance in a random direction. Roll separately for each Spite model. Use Smoke rules from Flashing Steel to determine direction. Distance is determined by a roll on this chart:

1-2	Short
3-4	Medium
5-6	Long

If the dice indicate that the Spite has left the board then it is assumed to have lost interest and will take no further part in the game.
Spites may be attacked or shot at as normal. Any successful wound will cause the Spite to flee the board.

Profile

Sprite
Q3+ C2
Distract, Flying, Long Move, Free Disengage, Magic User:Trickster

Trickster

After moving, each Spite still on the board will then cast one of its "Tricks" on the nearest standing model that hasn't already been a recipient this turn.
The Spites' magic covers the entire board and does not require line of sight (this is their domain after all).

1	The Spite magically pushes the target model Medium directly away from it. A collision with buildings/trees/etc. will cause a C2 hit. Collisions with models cause C2 hit on both. The model will stop at the point of collision.
2	The Spite causes a nearby tree to grab the warrior in its spindly branches. If the model fails a Quality test it cannot move during it's next activation. Any actions will be used to free himself (at least one must be used) He may not attack although he may defend himself.
3	The enchanted model imagines that he sees monsters in every shadow of the forest. He behaves exactly as if he failed a Fear roll. Warriors immune to psychology may ignore this. The unit's next activation, it may make a Quality roll to shake off the illusion. If it fails the roll, it continues to flee as if it failed a Fear roll. This continues until the unit passes it's Quality roll and can activate as usual.
4	The Spite uses its glamour to enchant a woodland object. The warrior becomes mesmerized by this seemingly wondrous object.
	He will run towards it (irrespective of enemy models) until he gets to it. The object is 3xLong in a random direction. If he breaks from hand-to-hand combat he receives a freehack. If the model is Fallen then the spell will be immediately broken.

5	The warrior becomes possessed by a mischievous spirit. For one turn the affected warrior is activated by his opponent, during his oppenent's activations (who may not have him harm himself). If he attacks a fellow warrior then that warrior must pass a Quality test or attack back. Evil models will always retaliate.
6	The Spite pulls out a long hollow tube and blows magic dust all over the warrior. The victim must pass a Quality test or be knocked out. The victim may not get up until he wakes himself by passing a Quality test at the start of the players activations (test every turn until he awakes). For all situations, the model counts as Fallen until awakened. A friendly model in base contact gives the sleeping model a +2 to his Quality test to wake up.

Ending the Game

The last warband to rout wins the game.

Rewards

Escaping the lost woods is its own reward.

MultiPlay | **Balanced** | **Mordheim**

Mark Havener

Description

Travelling entertainers often tell tales of the ruined city and because of this, sons of the priviledged classes often see the Ruins as one big romantic adventure. Sometimes one will run away from home to join a mercenary warband and "make a name for himself." Often these individuals are killed before they even get to the city but once in a while one will get lucky and actually make it that far. Sometimes their families are happy to see the young fool go but once in a while, a rich merchant or noble will actually pay to have his son saved from his inevitable fate in the Ruins.

The warbands have heard rumors that a powerful man's son has wandered into the ruins and a handsome reward will be paid for his return.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or similar item.

We suggest that the terrain is set up within an area roughly 4'x4' for 2 players, or 4'x6' for 4-6 players.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Use multiplayer rules for setup.

The merchant's son starts in the center of the table.

Starting the Game

Each player rolls a d6. The player rolling highest has the first turn, and order of play roceeds clockwise around the table (based on where players placed their warbands).

Special Rules

The Merchant's Son (M.S.)

He wanders Medium distance, in a random direction (use Smoke rules from Flashing Steel to determine direction). He moves at the begining of each player's activation. This means, with 4 players, the Merchant's Son will move 4 times per round, etc.

His wandering will continue until someone "Rescues" him.

Rescuing the Merchant's Son

If any model comes into contact with the M.S., the boy will attach himself to that member and follow him around. If the 'rescuer' is Fallen, Killed, or Flees/Routs, the merchent's son will begin to wander again until a new model contacts him. If a model get's the M.S. off the table, the boy is rescued.

Killing the Merchant's Son

You may attack the merchant's son any time it is rule's legal. You may want to kill him in order to prevent another warband from saving him - if it looks like they are about to win and there is no way you can save him. His stats are:

Merchant's Son
Q5+ C1

If he is killed, no one can recieve the reward.

Alliances

See rules for alliances at the beginning of the Mordheim scenarios.

Ending the Game

The game ends when one warband manages to get the merchant's son off the table. That warband (and allies) is the winner.

If the merchant's son is killed, the battle will continue until every warband routes except one and their allies.

Rewards

Beyond the usual victory Gold, The warband, or allies, that save the boy will recieve (split for allies) 6d6 gold.

45. The Pool

Original Writer

Description

Rumors begin to circulate about a pool in the Ruins whose waters have magical healing powers. The warband's patrons believe the magical properties of the water are due to a large deposit of Gemstone within the pool. The warbands have been sent to collect as much Gemstone from the pool at they can.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or similar item.

We suggest that the terrain is set up within an area roughly 4'x4' for 2 players, or 4'x6' for 4-6 players.

In the center of the table place The Pool, it should be roughtly 6 inches in diameter.

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Use multiplayer rules for setup.

Starting the Game

Each player rolls a d6. The player rolling highest has the first turn, and order of play roceeds clockwise around the table (based on where players placed their warbands).

Special Rules

The Pool

Roll (d3 + the number of warbands in the fight) to find out how many pieces of Gemstone are in the pool. The pool is shallow water, use the rules from SWW.

Searching The Pool

Any model that spends 2 actions within Short distance of the pool, doing nothing but searching, may roll to see if they find anything. Roll a d6, on a 1-2, that model found a piece in the pool.

No hero may search within Short distance of another model (friend or foe), as models that are too close together disturb the waters for each other and neither may see the bottom.

Only as many pieces may be found as were originally determined to be in it.

Carrying the Gemstone

A model may carry as many pieces as it wants without penalty. Models may not trade or pass off pieces. If a model carrying Gemstone is taken Out of Action, place counters for each piece they were carrying on the table. Another model can then pick them up by passing over them with a move action.

A model may leave the table, via their deployment edge, with a piece of Gemstone, and the player counts it even if they rout. However, the model may not reenter the table after leaving.

Ending the Game

The game ends when all warbands but one have failed their Rout tests. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

Rewards

+1VP for every 30 pts of enemy models taken out of action.
+2VP for every piece of Gemstone held by a winning model, or that left the table during the fight.

Each warband recieves 1d6 gold for every piece of Gemstone they successfully removed from the table.

MH. Template

Original Writer

Description

Terrain

Warbands

Attackers:
Usual SBH Rules or current campaign warband.

Defenders:
Usual SBH Rules or current campaign warband.

Setup

Starting the Game

Special Rules

Ending the Game

Rewards

In these pages are the heavily altered and adapted compilation of scenarios from the official suppliments and the communities surrounding Warhammer FB Skirmish and Mordheim.

These scenarios were the pinacle of originality and cleverness both in objectives, and mechanics.

It only seemed right that they live on in a system that is supported by its company - a system with a future, instead of one that is relegated to the past.