

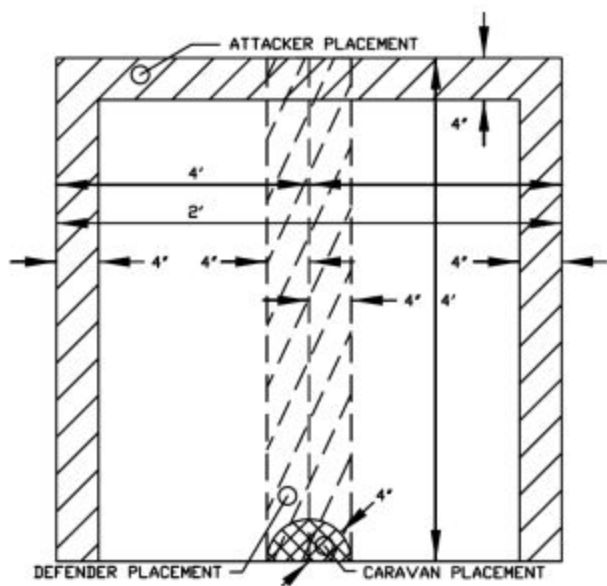
Caravan

Adapted from a Necromunda Scenario by Rick Priestley, Robert J. Reiner, et al.

Caravans make tempting targets for outlaws and any warband trying to get riches for almost free. The penalties for attacking a merchant or prominent caravaneer can be draconian, but those in Mordheim are often desperate, hunted men and some caravans carry a small fortune in gold alone. Merchants and caravaneers hire local gangs and mercenaries to protect their caravans as they pass through the outer edges of the ruined city and even try to keep secret their paths and timing as well. Caravaneers even try to keep their guards and the hired help away from the caravan itself, as the temptation can be too great for even those paid to guard it. Some caravans are even protected by multiple warbands without them knowing of the other protectors at all.

scenario selection

Any warband may select this scenario.

**terrain**

The terrain in this scenario represents a section of the outer edges of the city of Mordheim that the Caravan is passing through. There should be a relatively distinctive path that the caravan is taking from one short edge of the board to another. It is recommended that at least a 4' x 4' board be used.

caravan

You will need a special model to represent the caravan itself. This can be something as simple as a cart or wagon pulled by an ox or a mule (no game effect), or zombies, or some rattish monstrosity for more inhuman caravaneers. The Caravan will only move up to 6" each turn and will move at the start of the defenders turn. The Caravan can only move if a defending warrior (who must be able to act this turn, that is to say, not *knocked down* or *stunned*) is within 4" of any part of the Caravan at the start of the movement phase. Attackers *can* target the Caravan to try to destroy it, but it has a toughness of 8 and 6 Wounds. If the Caravan is destroyed then 6D6 loot counters will be thrown in various directions from the center of the caravan model as it explodes. Each counter is placed separately by rolling a 2D6 and the scatter die. The counter is then placed the distance rolled in the direction indicated, at ground level. Multiple counters may be placed in the same location if the same dice roll is achieved.

warbands

The defender sets up first. The Defender places the Caravan model within 4" of the center of one short board edge and then all the defenders within 4" of the centerline of the board. This scenario can mean big money for the defender so any failed rolls for *Old Battle Wounds* etc are re-rolled and the second result stands as all

fighters will be needed to protect the Caravan. Once the defenders are all set-up the attacker then places all of his fighters within 4" of any and all the other board edges, but not closer than 10" from any defender. Catacombs, Infiltrate, and any other special rules that would allow a fighter to set-up outside the scenario rules or in a special way cannot be used in this scenario as the Caravan is moving through unpredictable territories and is not stationary.

starting the game

Once all the fighters have been set-up the defender takes the first turn.

ending the game

This scenario can end in a variety of different ways. The game ends when one of the following parameters is met:

- *When Caravan Exits the Board:* If the Defender gets the Caravan off the board then the defender automatically wins no matter how many loot counters were taken.
- *Caravan on the board and all Attackers off the board and/or Out-of-Action:* If the Caravan was destroyed then the attacker wins. If the Caravan has at least one 'Wound' and any loot exited the board then it is a draw. If the Caravan has at least one 'Wound' and no loot exited the board then the defender wins.
- *Attacker Routs:* If the attacker routs and the Caravan has at least one 'Wound' then no matter how many loot counters have exited the board the defender wins.
- *Defender Routs:* If the defender routs then the attacker wins.

scenario special rules

This scenario has the following special rules:

Bottling Rules: Both the attacker and defender may rout in this scenario. The attacker is

determined and will start to take rout tests when 50% of his gang is down or out-of-action. The defender does not need to take rout tests, but may elect to take rout tests once 50% of his gang (not including Guildier Guards) are taken out-of-action. The money is so good that down fighters do not count for rout checks for the defender. No warband may voluntarily rout out in this scenario.

Loot Counters: If an attacker ends his turn in base-to-base contact with the Caravan then he will pull D3 loot counters from it. Immediately roll a D6 on the Caravan Loot Counter Table to see what type of loot each one is. It is helpful to have blank counters or number each loot counter or track each one as they are taken from the Caravan. Fighters can carry any number of loot counters. To take control of a loot counter the attacker must then get the loot counter off any board edge, but must move at least 10" from the Caravan first. If an attacker is taken out-of-action they will drop any loot counters in their possession where they were taken out-of-action. If a defender is in possession of a loot counter then he may either move to within 1" of the Caravan to toss it back in (taking no action and can be done on a pass by). At the end of the game any loot counters in the possession of the defending gang are assumed to be placed back on the Caravan.

Caravan Loot Counter Table

D6 **Loot**

1 **Booby Trap:** The loot is booby trapped. Roll a further D6. On a result of '1-3' nothing happens. On a result of '4-6' the counter explodes and the looter takes a S3 hit causing one wound.

2 **Decoy:** The loot is a decoy and is empty.

3 **Petty Cash:** The loot is petty cash. If this loot counter makes it off the board it will be worth D3x10 crowns income.

4 Cash Stash: The loot is a stash of cash. If this loot counter makes it off the board it will be worth D6x10 crowns income.

5 Map: The loot is a map to a new territory. If this loot counter makes it off the board then the warband who stole it has a Mordheim Map (see the rulebook equipment section; roll for effect per that chart).

6 Rare Trade: After this scenario, the first attempt before the next scenario to find a Rare Item gets a +5 bonus to the roll, and the item costs 4d6 crowns less.

Defender Payment: The caravaneer will pay the Defender in crowns (or warband's equivalent) to defend his Caravan and help his Guards keep it safe. The caravaneer will pay the defender 10 crowns per defender; however, the Guilder will deduct money if loot counters make it off the board. In this event the Guilder will take the total cost of the loot counters that the Attacker got off the board. This amount is then deducted from the payment. If the total is then a negative number the defender is paid nothing and may also not buy anything this post game sequence, as no merchant will sell them anything, common or rare. In the event that the Defender gets the Caravan off the board then no crowns will be deducted no matter how many loot counters make it off the board.

Attacker Wins: If the attacker wins then the caravaneer will not be too happy with their hired Mercenaries. Also, if the defenders rout each attacker still on the board at the end of the game will take an additional D6 of the loot counters as they ransack the un-guarded Caravan. If the defenders loses by any other method then each attacker still on the board will only take an additional D3 loot counters as they ransack the un-guarded Caravan.

experience

Fighters who take part in the scenario earn experience points as noted below:

+1 Survives: If a hero or henchman group survives the battle then 1 experience point is earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

+1 Per Enemy Out of Action: A hero earns 1 experience for each enemy they put Out of Action during the battle.

+1 Gang Leader – Wins: The winning Gang Leader earns an extra experience point.

+1 No Loot: If not loot counters are taken off the board then each defending hero that survives will earn an additional +1 experience point.

+1 Loot Pull: If a hero or henchman group takes one or more loot counters off of the caravan and off the table they will earn an additional +1 experience point.

about the authors

Originally re-written by Necromunda Arbitrator General Robert J. Reiner, from the Caravan Heist scenario in the Necromunda *Outlanders* rulebook, converted for Mordheim by Andrew Aulenback.



Sold Down the River

Adapted from a Necromunda scenario by Robert J. Reiner, aka Arbitrator General

Many times a warrior will run into trouble with an opposing warband and sometimes ... the rest of your band doesn't really want to back your play. Whether the unfortunate warrior has recently been unusually lucky in a game of cards, or tried to pick the wrong pocket, or just got drunk and insulted the wrong person, the offended warband is in pursuit with the intention of dealing out some retribution. Or, alternatively, a warband leader may set-up an uppity warband member to get rid of them before they challenge for leadership. Out of such challenges are heroes made.

scenario selection

Any gang can select this scenario if they are allowed to choose the scenario played during scenario selection. The player that selects this scenario is the defender.

terrain

Use standard terrain set-up rules from the Mordheim rulebook. Heavy terrain definitely makes this scenario more fun. More ruins, more narrow alleys, more stories, more obstacles.

warbands

The *defender* starts with one hero from his warband of his choosing. Since the scenario has already been selected the chosen fighter may not be stripped of equipment. This fighter is placed in the center of the table and is called the 'target.' The placement of this fighter cannot be modified by anything like Catacombs, Infiltration, etc.

The *attacker* then starts with 4+d3 randomly selected warriors from his warband, who might be heroes or might be henchmen. The attacking fighters are separated into four groups. Each group must consist of at least one warrior. Each group is then placed within 8" (on any level) of the center of each of the four table sides. Catacombs, Infiltration and similar special rules cannot be used in this scenario by the attacker, either.

starting the game

Once all the fighters are set-up the attacker takes the first turn.

scenario special rules

This scenario has the following special rules:

Skulking Away: The target starts the game *hidden* and counts as being *hidden* regardless of cover, but may only move 4 inches a turn. Moving faster than this or shooting will end this special rule for the remainder of the game. In addition, once the target fighter is spotted this rule no longer applies.

Slow and Steady: The attackers are slowly scanning the area for the target. Attackers may not move more than 4 inches. To spot the target the attacking player rolls 2d6. This is then added to the initiative value of each attacking fighter, individually. If the target is inside this range of any of the attackers then roll a d6 for each one within range separately as the spotter points the target out to his buddies. On a 2+ after one of the following modifiers are applied the target is spotted:

- 1 if the target is in partial cover
 - 2 if the target is in heavy cover
 - 3 if the target is out of sight
- If the target is still able to apply the skulking away special rule

then he is treated as being out of sight.

Defender Reinforcements: At the start of each turn starting with the third turn the “target’s” player may roll a d6 to see if his gang is going to come to his aid. On a result of 6, d3+1 randomly selected fighters will be placed within 4” of the center of a randomly selected board edge. Each turn after that (fourth, fifth, etc) will reduce the required roll of 6 by 1 (5, 4, etc). The only catch is that reinforcements will only appear once.

ending the game

The attacker wins if the target fighter is taken out-of-action. The defender wins if the target successfully exits off any board edge. No rout tests are taken by either side.

experience

+1 Survives: Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

+1 Target Out-of-Action: The fighter that takes the target out-of-action will gain an additional experience point.

+1 per Out of Action: A hero earns 1 experience point for each opponent they take Out of Action.

+6 Exit the Board: If the target successfully exits the board he will earn 5 experience points.

special

Due to the harsh nature of selecting this scenario if the attackers win then they will exact vengeance on the target. They are not out to kill the target, but rather to “roll” him. The target must still roll on the serious injury table but all results of *dead* or *captured* are instead treated as multiple injuries. Because the target is rolled the attackers may take d6x2 crowns from the target player’s stash or may take all of the target’s

equipment. If credits are chosen then they are subtracted from the target’s (Defending) warband’s profits this post game sequence before the warband can make any purchases. If the crowns cannot be paid then the attackers take all the profits *and* the target’s equipment. If the defender wins, well... that is a lot of experience, and the Target has obviously learned a lot.

about the author

Rob Reiner was part of the Special Games Community as Necromunda Arbitrator General. He was also part of the Necromunda Rules Committee. Andrew Aulenback... plays Mordheim.



Jumping the Line

From a Necromunda scenario by Christopher Dale

Roadblocks and checkpoints are commonplace in the Empire surrounding Mordheim, sometimes even within the ruined city, and not all warbands are willing to pay the toll. But there is often a reason to cross these points, sneaking into a territory, flanking an enemy or just pinching stuff.

A shadow hopped the wall as the sentry turned his back and began his return journey. Then an angry whisper came from the other side. "And how does your great plan get me over!" "You'll have to find another way round." "Like hell I will... when that guard gets back run for it and make sure he sees you okay!" "Okay..." "And next time I make the plan!"

scenario selection

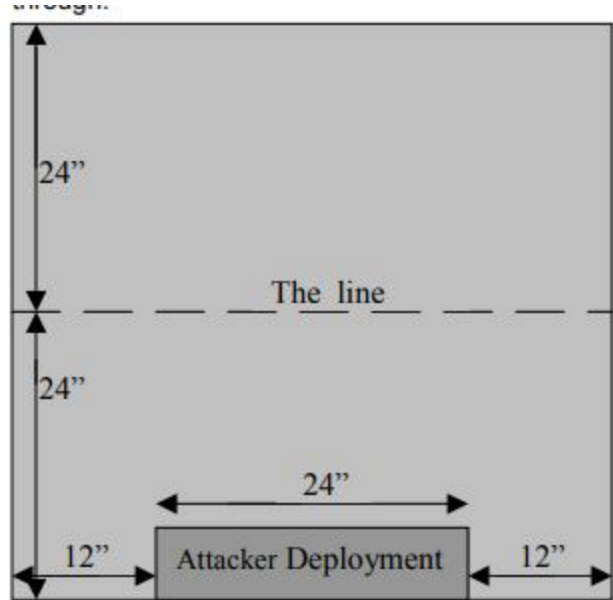
The player who chooses this scenario is always the attacker.

terrain

The terrain should be comprised of scattered small obstacles and buildings spaced appropriately to create many narrow alleys. Few walkways among upper levels should be used. A line of barricade terrain (makeshift walls, carts or overturned wagons, etc) should make its way from one edge to another creating a wall, though this should not be complete and there should be occasional room to sneak through.

warbands

Each warband may take D6+2 heroes and/or henchmen of the player's choice. Catacombs, Infiltrate and any other special rules that would allow a fighter to set-up outside of 8" or in a special way cannot be used in this scenario.



starting the game

The attacker always goes first.

ending the game

The game ends when the attacker completes his objective (see later), or all the members of one gang are out of action, or one player routs. The defenders are in familiar territory and will only rout after losing 50% of their fighters.

special rules

This scenario has the following special rules:

Sentries: The defender deploys his fighters as Sentries following these rules -- until the alarm is sounded, Sentries move d6-3" per turn. Roll separately for each sentry to see how far he moves. If the distance rolled is negative, then the Attacking player is allowed to move the sentry model (but cannot walk them off ledges, into fires, etc). After moving each sentry, roll a Scatter die and turn the Sentry to face the direction indicated.

Sounding the Alarm: Until the alarm is sounded, Sentries move as described above; additionally their Weapon Skill is halved (round up) and they may not fire missile weapons. After the alarm is sounded, the Sentries may move and act freely as normal.

On the line: Sentries must be deployed within 8" of the line and will never move more than 8" away from the line until the alarm is sounded, then they may move and fight as normal.

Giving a boost: A fighter may attempt to give another fighter a boost. They must spend a turn without shooting, fighting in close combat, or casting a spell, while in base contact with a too-tall-to-just-jump section of wall which cannot be higher than his strength in inches. The fighter receiving the boost must end their move in base contact with the "booster". The booster must roll below their strength on a D6, if this is done the boost receiver is launched over the wall, taking appropriate falling damage and ending up in base contact with the other side of the wall.

Objectives: The attacker is attempting to complete ONE of these objectives. Secretly roll a D6 and consult the table below:

1-2 Sabotage: The attackers attempt to smash a carriage. The defender may place the carriage or wagon (represented by an appropriate model) anywhere on the opposite side of the line to the attackers deployment zone, and they may also deploy one Sentry within 8" of the carriage. The attackers win if they manage to destroy the carriage. The carriage is a stationary model with 1 wound and a toughness of 5 (it doesn't suffer flesh wounds or down, but injury rolls must be made for successful wounding hits).

3-4 Loot: The attackers attempt to whip the opponents stash from under their noses. The

defender may place chests or treasures (represented by an appropriate model) anywhere on the opposite side of the line to the attackers deployment zone, they may also deploy one Sentry within 8" of the stash. The stash acts in the same way as other loot counters. This one is worth D6x3 credits, added to the stash of the winning warband.

5-6 Scouting Party: The attacker is attempting to send some of his fighters round to scout out enemy movements. They must get one or more fighters off the opposite edge of the board. If this is done the gang may add or subtract one to determine what scenario they play in the next fight.

experience

Fighters who take part in the scenario earn experience points as noted below:

+1 Survives: If a fighter survives the battle then one experience point is earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

+1 Per Out of Action: A hero earns 1 experience for each opponent they take Out of Action

+1 Winning Warband Leader: The winning Leader earns an extra experience point.

+1 Crossing the line: Each attacking hero and/or complete henchman group that crosses to the opposite side of the line one or more times during the scenario gains one experience.

+1 First sight: The defender who raises the alarm gains 1 experience.

+1 Holding the line: If no attackers cross the line each participating defending hero and henchman group gains 1 experience.

Mordheim StreetBlitz

*A BlitzBowl flavoured Mordheim Scenario
From a Necromunda scenario by Ben Isaacs*

what you will need

The passing template from Blood Bowl will be of some aid. You will need one ball for every two players (the balls from Blood Bowl will be useful here), though anything to represent a ball that fits on the base of a mini will work, such as skulls or bags. You will need a token to mark your Leader re-roll. Some way to keep track of the number of touchdowns scored.

terrain

One ball per 2 players (or tokens representing balls) are placed in the center of the table at the start of the game, second half and after every touchdown. I recommend the table be a bit smaller than your normal table, maybe 3' by 2', and keep in mind fire lanes aren't really an issue. A wide mix of scattered buildings with a variety of levels, walkways, etc.

warbands

Each warband may only have 7 fighters, heroes and/or henchmen, on the table at a time. Fighters are not allowed to take weapons, bucklers, or shields onto the "pitch," so ignore those they are modeled with, but they can wear any other armour they have. Each player rolls a dice. The *low* scorer chooses which table edge he wishes to set up on and places his fighters within 8" of that table edge. His opponent then sets up within 8" of the opposite table edge.

starting the game

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

special rules

The game will last as long as it takes for each player to have 16 turns total. The objective is to get a ball into one of your opponents' set up zone (which should be solidly marked). The game is divided into two *halves* consisting of 8 turns for each player.

The aim of the game is to get the ball into the hands of one of your fighters and within 4" of your opponent's table edge, also called the *end zone* for this game (these should be very visibly marked out). If you do so, you have scored a *touchdown*.

At the end of the *half* and after any *touchdown* you take all your fighters off the board, on a 4+ players that were stunned are available to use, otherwise set them aside as 'knocked-out' and roll again after the next touch down (or if the first half ends).

If a fighter gets knocked down or stunned, he drops the ball and it scatters. Stunned fighters that manage to crawl to their own end-zone are taken off the field and a new fighter may then enter from their end-zone's table edge at the start of the next turn, assuming there are available members of the warband uninjured and available. The stunned fighter is treated as being 'knocked out'.

The ball *may* be used as a weapon (this is the only time a weapon can be used). In a rumble it has the weapon stats of "Str as user +1."

Catching: A fighter may make an initiative test to catch a ball that bounces within 1" of him or that is accurately thrown to him. If the fighter fails the test the ball scatters from the failed

catcher. There is a +1 initiative bonus for trying to catch an accurate pass.

Dodging: You may make an initiative test to leave a rumble without taking a hit. You may not leave a rumble otherwise. If you attempt to dodge but fail to dodge, any opponents get a free hit.

Foul: Any fighter may attempt to foul a fighter that's stunned and in base contact with them. They get a number of hits equal to their attacks, but at Str +1.

Interception: If an opposing fighter is under the path of the pass he may make an initiative test to intercept the ball suffering a penalty modifier of +2 to the dice roll.

Leader Re-roll: While your warband leader is on the board and still standing, once per half you may use up your "Leader re-roll" to reroll any one roll one of your fighters has just made (a dice roll may only be re-rolled once so no re-rolling a dodge roll that has already been re-rolled using a skill). This re-roll may only be used if your leader is on the board and isn't stunned, knocked down, or broken.

Scatter: The ball bounces D6" in a random direction (use the direction scatter dice).

Passing: Each warrior may make *one* pass action per turn. Use all the normal shooting rules - no running and passing - and normal 'to hit' rules, including cover; then place the template over the passer and add or subtract the following additional "shooting" modifier: Quick Pass: +1, Short Pass: +0, Long Pass: -1, Long Bomb: -2. If you roll a 1 the passer has fumbled the ball and it scatters from *his* spot. If you miss then the pass has deviated, you must roll the scatter dice (it can only deviate from the target catcher a

maximum of half the distance travelled). If a misfire is rolled then it hit something and scatters from halfway down its flight path. You *may* throw the ball as a weapon: it uses the same rules as passing except your target may not try to catch it if it is successfully thrown. It hits with the Strength of the passer with the following modifiers: Quick Pass: +1 Short Pass: +0 Long Pass: -1 Long Bomb: -2 If it hits an enemy they are hit (and may be wounded) and then the ball scatters from there.

Alternatively if you do not have a Blood Bowl passing template the ranges are as such: Quick Pass: 0-4" Short Pass: 4-8" Long Pass: 8-12" Long Bomb: 12-15"

Rumble: Replaces hand-to-hand combat. Rumbling is treated like hand-to-hand with the following exception: Fighters cannot be automatically taken out of action when knocked down or stunned. Fighters that are stunned cannot be rumbled, but can be fouled. If you are in base to base contact with a stunned opponent you may choose to foul (see *Foul*, above). Remember that unarmed hits are always at warrior's Strength-1, and those hit get a +1 Armour Save, unless that fighter has special rules to the contrary.

Tackle: If you successfully *charge* an opponent you may choose to make a Strength test to *tackle* them, if you succeed they are automatically knocked down. If you fail you are knocked down. Either way no rumble is fought this turn if you choose to tackle.

skills

The following skills provide special bonuses during this scenario (in addition to what they usually do):

Speed

Dodge The fighter may re-roll one failed dodge attempt per turn.

Leap If the fighter is leaping while tackling he gains a -1 bonus to the attempt.

Combat

Step Aside If he is tackled on a 4+ turn a successful tackle into a failed tackle.

Strength

Strong Man The fighter may re-roll one failed tackle roll per turn.

Shooting

Nimble The fighter may run and pass with an additional -1 modifier to the passing attempt.

Marksman The fighter may re-roll one failed pass attempt per turn.

Quick Shot The fighter is able to make a quick pass in response to being charged, all the normal rules for passing otherwise apply. Additionally the modifiers for overwatch will apply. This does allow him to throw the ball as a weapon at the charger. After he throws the ball the charge is then worked out.

SPECIAL

Silent Strike (Skaven) Anyone tackled by this fighter may not use Step Aside to nullify it.

Shifty (Halfling) Anyone attempting to tackle this fighter suffers a +1 modifier to the attempt.

Infiltration You are not allowed to infiltrate normally during this scenario instead the fighter may set up 4" outside of your setup zone.

Tactician The fighter may set up 4" outside of your set-up zone.

Academic

Battle Tongue You start with two Leader re-roll tokens instead of one.

ending the game

The game ends once 16 turns have been played. The winner is the player that has scored the most touchdowns. If an equal amount of touchdowns have been scored then neither player has won for

the purposes of determining experience (both players are considered to have won for Underdog bonuses).

experience

+1 per successful interception

+1 per touchdown scored

+1 for playing and surviving

+1 for the winning leader

SPECIAL The winning warband gains D6x3 additional crowns added to their profits, after their next income roll, after calculating for warband size. The loser gains D6 additional crowns profit for income.

about the author

Ben Isaacs is a big fan of Necromunda and is known as Caelwyn on the forums. Andrew Aulenback plays a bunch of Necromunda and Mordheim.



Gotcha!

Adapted from Gotcha! in Digganob by Gavin Thorpe.

Occasionally a warband, during its search for wyrdstone, will stumble upon the camp of a rival warband. Seeing their enemies taken unawares, they launch an all-out attack before their foes can properly defend themselves.

terrain

The table should be covered mostly in low buildings and ruins, of one or two stories, with very few walkways between them. The centre of the table should be a fairly open square or courtyard, with a circle of tents and wagons making up the terrain.

warbands

The defender uses their whole warband. The warband is deployed in the following manner. Roll a D6 for each model in the defending warband (including wagons, coaches, etc, as appropriate, but not including mounts - those are with their riders). If you roll a 1 the model is not set up on the table. All warriors not set up are formed into a single group which may arrive as reinforcements later (they are out of the camp at the time of the attack). On a roll of 2 or 3, the attacker chooses where they are set up, but it must be more than 18" from any table edge (thus will of necessity be near the camp in the central square). On a 4, 5, or 6 the defender may place the model, with the same restrictions.

The attacker also uses their whole warband. The attackers are not deployed, but move on as a group from a randomly determined table edge in their first turn.

At the start of the defender's second and subsequent turns, roll a D6. On a roll of 4+, any

and all warriors not set up at the start of the scenario move on from a randomly determined table edge.

special rules

Tents: Tents block line of sight normally, and models on foot inside a tent cannot see out or be seen. Vehicles such as wagons and carriages and mounts such as horses which move into a tent, voluntarily or otherwise, suffer no damage but end their move for that turn immediately. A tent is destroyed if a vehicle or a mount moves through it. At the start of each subsequent turn, roll a D6. On a roll of 1-3, the tent is wrapped around the rider or driver, obscuring their vision. The vehicle or mount will move out of control as appropriate. On a roll of 4-6, the tent has been shredded and falls away, allowing the vehicle or mount to move normally, and ending the need for such rolls.

starting the game

The attacking warband goes first as they storm the enemy camp before reinforcements arrive.

ending the game

The scenario ends when one warband routs. If one warband has only casualties left on the table (all warriors are stunned or out of action), they have lost. If one side routs, the other side has won.

experience

+1 Survives. Every hero and henchman group gets 1 experience for fighting and surviving, even if taken out of action.

+1 per Out Of Action. Every hero gets 1 experience for every enemy they take Out Of Action.

+1 Winning leader. The leader of the winning warband gets an additional +1 experience.

The Chase

Adapted from Da Chase in Da Uvver Book, by Gavin Thorpe.

Wyrdstone gathered in Mordheim's ruins can sometimes be used by a warband and its wizard, should they know one, or sold directly for coin, but its highest value is to powerful backers far from the doomed city. However, some cunning warbands don't do all the dangerous exploring, hunting, digging, and searching involved in collecting wyrdstone, and instead aim to listen and spy, and learn when the convoys and shipments of collected wyrdstone are being sent out into the world beyond the city walls and the ramshackle settlements that border the ruins.

terrain

The Chase takes place in the roads through the wilderness outside Mordheim itself, through light forest and grassland. Not much terrain should be used except for a few rocks, small clumps of trees, and rare intact cottage or watch-house. If a terrain piece moves off the table (see below), both players should roll a D6. The highest scoring player may place the piece of terrain anywhere along the leading table edge, creating a continuous stretch of the roads beyond Mordheim.

warbands

Both players use their whole warband. In addition, each warband is given the loan of a wagon or chariot or stagecoach for the scenario. Any mounts or vehicles the warbands possess can of course also still be used. The Defending warband is placed, with its "loaned" wagon, which they are guarding, within 24" of one short table edge, all facing in the direction of the chase. All must be either mounted or in vehicles (including the loaned wagon or stagecoach).

The attacking warband is set up 18' behind the defenders, facing in the same direction (if a vehicle is too long, including its draft animals, to set up exactly this far away, just deploy it on the table edge).

special rules

The Rolling Road: The Chase takes place down the length of the table and decide before setting up the warbands which direction the chase is moving in. In this scenario movement works slightly differently, to give the impression of speed. At the start of each of the Attacker's turns after the first, there is a special "Rolling Road" phase. During this phase, the players work out the effects of chasing along the road at high speed.

During the Rolling Road phase, each player must decide which of their vehicles and mounts are keeping pace, which are applying the lash to gain speed, and which are going to drop back. The Rolling Road is assumed to be moving backward at 6" per turn. If a vehicle's draft animals are not encouraged to go faster, they can keep pace. If a vehicle does so, it stays in place. Any vehicle traveling at more than 45 degrees from the direction of the chase, it will drop back as outlined here, as will any warriors on foot, dropped wyrdstone shard counters, and terrain.

Models that are dropping back, that are not keeping up with the chase are moved 6" directly down table in the Rolling Road phase. Models which drop back in this way may move normally in their movement phase without restriction. Vehicles that kept pace can only use "Applying the Lash" in their movement phase, as their standard movement has already been used keeping them in place. Other mounted models can use whatever remains of their movement (after subtracting 6") as they see fit. Don't forget

that the terrain will move as well as the warbands, so watch out for crashes and collisions! See the *Empire in Flames* supplement for information on crashes.

With the exception of the Defenders successfully leaving the Attackers behind (see Ending The Game, below), any models that leave any table edge except for the leading edge cannot return to the fight and are counted as Out of Action for rout tests (but will not need Serious Injury rolls as a result). They also count as having routed for purposes of keeping wyrdstone shard counters.

Wagons: This covers carts, stagecoaches and all two-and four-wheeled forms of transport commonly found in the Empire, from beastmen chariots to Imperial Stagecoaches to zombie-pulled corpse-carts. Reprinted here from *Empire In Flames*.

Wagons, regardless of size, may make a single turn of up to 45 degrees at the end of its movement. It may then apply the lash if desired. Make turns by pivoting the vehicle from its mid-point.

By applying the lash to his draft beasts, the driver of a wagon can attempt to gain some extra movement. After the wagon has moved normally, the player may roll a D6. On the score of 2+ this indicates how many extra inches the wagon may move ahead in a straight line. On the roll of a 1 something drastic has happened. Roll on the table below:

1-2 Steeds Tiring – The draft animals are growing tired – if the driver applies the lash next turn you must halve the score rounding fractions up.

3-4 Driver Shaken – Due to the wagon's speed the driver is thrown all over the place and may not apply the

lash next turn as he recovers his composure.

5-6 Out of control – Make a roll on the Out of Control table (see below).

If a wagon enters difficult ground (stream, bog, bushes) roll a D6. On a score of a 1 immediately make a roll on the Out of Control table, otherwise the wagon is fine.

If a wagon enters very difficult ground (river, woods, fences) immediately make a roll on the Out of Control table with a modifier of +1.

If a wagon collides with a wall or other solid obstacle (buildings, ruins) it comes to an immediate halt. The wagon suffers D3 hits at a Strength of 7 (see below). It can try to move around the obstacle next turn, if it has not been immobilized.

If a wagon collides with another wagon both suffer D3 Strength 7 hits (roll location and damage as normal below). In the case that either attackers or defenders block the way of a wagon and it cannot move around them then the wagon will move through the models, even if they are from the same warband. All of the models touched by a wagon that is forced to move through them must roll lower or equal to their Initiative or suffer a S4 hit with all of the consequences. Warriors that are stunned cannot get out of the way of a wagon and are therefore automatically hit. Whenever a wagon collides with anything lighter than a wall or other solid object (like a warrior, say) roll a D6, on a score of a 1 make an Out of Control test.

One warband member must be allocated as the driver. Remember that . The driver may do nothing else but drive whilst the wagon is moving as he is too busy controlling the reins. In the event that the driver is knocked down,

stunned or taken out of action another unengaged fighter riding aboard may take over the reins and become the new driver.

A friendly warrior may board a stationary wagon by simply moving into contact with it (wagons are only considered stationary if they didn't move in their last turn). Place the model either on the wagon or move it with the wagon in base contact to simulate it being transported. Similarly, a warrior may dismount from a stationary wagon by moving away from contact. Warriors may attempt to mount or dismount from a moving wagon by passing an Initiative test. If they fail, they take falling damage of D3 automatic hits at a Strength equal to half the vehicle's speed. Warriors may attempt to board a moving wagon from either another moving wagon or from a moving mount with a modifier of -1 to their Initiative test – this counts as a charge, or from the ground with a modifier of -2 to their initiative test -- this likewise counts as a charge.

Apart from if a wagon becomes a runaway, control may also be lost by attackers attempting to wrestle away the control of the draft animals from the driver. Apart from eliminating the driver and taking control of the reins, the easiest way to control the draft animals is for a warrior to leap onto the back of one and ride it. A warrior can successfully leap onto a draft animal by passing an Initiative test (the warrior may add +1 if they have the Ride skill). If the test is failed then the warrior takes falling damage as usual. The warrior must pass a Leadership test to control the beast and therefore control the direction and speed of the wagon. The driver can only wrestle back control of the wagon by eliminating the warrior (any injury will suffice). If a warrior has successfully mounted a draft animal he may attempt to cut it free from the

team on a 4+ although he will lose control of the wagon itself in doing so.

Crew may fire from aboard a wagon and have a 360 degree arc of fire. Shooters suffer a penalty of -1 to hit for firing from a moving surface, but may shoot weapons that are “move or fire,” even if the wagon moves.

Warriors may shoot at a vehicle and gain a +1 to hit because it is a large target. If a hit is scored against a wagon then a roll must be made on the Location table below to decide what part of the vehicle has been hit.

1-2 Draft creature – Roll to wound and injure as normal – see loss of draft creature below for effects.

3 Crew – Randomly select a crew member and roll to wound and injure as normal – see Loss of Driver overleaf if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the wagon and must test for falling damage.

4-5 Chassis – Roll to damage the vehicle using the stat line below.

6 Wheel – Roll to damage the wheel using the stat-line below.

Chassis T8 W4

Wheel T6 W1

Draft Animal T3 W1

Crew per warband member's roster entry.

If a wheel is damaged this is potentially disastrous. Randomly determine which wheel has been damaged and roll on this table adding +1 to the result if the wheel has been damaged before:

1-4 Wheel damaged – The wagon's speed is permanently reduced by -2".

5-6 Wheel flies off! – The wagon immediately swerves (see the swerve

result on the Out of Control table above) and then comes to a halt. The wagon is now immobile. Roll a D6, on the score of 5-6 the wagon goes into a roll (see the roll result on the Out of Control table above).

When the wagon loses its final point of damage/wound it is destroyed, comes to an immediate halt and each crew member/draft animal must make an Injury roll.

Any time a draft animal is hit, regardless of whether or not it is injured, make a roll on the Out of Control table. If a steed is stunned or knocked down it will be dragged along by its associates until it recovers – next turn the vehicle will fall back down the table during the Rolling Road phase, and the driver may not apply the lash. If the steed is taken out of action then permanently reduce the speed by the previous amount until the driver can cut the animal free on the roll of a 5+. If the last steed is stunned, knocked down or taken out of action then the wagon comes to a halt and cannot move unless the steed recovers – make an Out of Control roll with +2 to the result.

Out of Control

1-3 Swerve – The driver temporarily loses control and the wagon veers wildly off course. Roll a D6:

1-3 – Swerves 45 degrees to the left.

4-6 – Swerves 45 degrees to the right.

The wagon then moves another 6" in the predetermined direction.

4-5 Runaway – The steeds bolt and the driver loses control of them. Each turn, randomly determine the direction that the wagon goes in. Roll a D6:

1-2 – Swerves 45 degrees to the left.

3-4 – Swerves 45 degrees to the right.

5-6 – moves straight ahead.

The wagon will always move at full speed and roll for applying the lash, discounting the effects of a 1 all the time it is a runaway. Each turn the driver may attempt to take control of the steeds. The driver must pass a Leadership test to regain control of the beasts. The crew may not fire missile weapons all the time the wagon is a runaway as they are trying to hold on for dear life.

6 Loss of control – The wagon goes wildly out of control. Roll a D6:

1 – The wagon swerves to the right (see above).

2 – The wagon swerves to the left (see above).

3-4 – The wagon comes to an immediate halt.

5 – The wagon's yoke pole snaps and the draft animals gallop off. The vehicle moves 6" straight ahead and then comes to a halt. The vehicle may no longer move.

6 – The wagon either jackknifes or hits a rock or a depression in the road and goes into a roll! The wagon moves D6" in a random direction determined by the Artillery Scatter dice. Any warriors/beasts it collides with take the usual collision damage. All the crew and draft animals take D3 Strength 4 hits. The wagon is now wrecked.

Warriors may strike a *stationary* wagon in close combat by charging and striking against the part they are in contact with (draft creatures/crew/wheel/chassis).

Chassis/wheels: Attacks hit automatically – just resolve damage.

Crew: Crew on board a stationary wagon are counted as defending an obstacle and a 6 is

required to hit them regardless of Weapon Skill. If a crew member is taken out of action an attacker may enter/board the wagon in his next turn without needing to take an initiative test.

Draft Animals: The draft animals may be attacked in the usual manner although an attacker may choose to cut the draft animals free instead which requires a 2+ on a D6 to be successful. Draft animals that are cut free count as un-led beasts (see Blazing Saddles). Warriors may attempt to attack a moving wagon by charging it in the normal way. Note: Charging a moving wagon does not bring it to a halt – the combat round is played out and then the wagon is free to move in its next Movement phase – if it is a runaway then it is compelled to move. Warriors are advised to attack to the rear because if they attack to the front or sides they are liable to be run down in the wagon's next turn! Because attacking a moving wagon is a haphazard affair the attacker must determine the location struck first by rolling on the Location table above. Both the chassis and wheels are hit automatically, just resolve damage. The draft animals are attacked in the normal manner although an attacker may not attempt to cut the reins on moving draft animals. The crew are difficult to strike and therefore a 6 is required to hit them regardless of Weapon Skill. If the attackers manage to successfully board the wagon either when it was stationary or by leaping aboard it as it was moving they may engage the crew in combat in the usual manner without any penalties or modifiers. Note: Attackers or defenders that are injured fighting aboard a wagon must pass an Initiative test or fall off, possibly taking falling damage as appropriate.

Wyrdstone Shards: This scenario uses wyrdstone shard counters, as in the wyrdstone hunt scenario. Each defending vehicle (wagon,

coach, etc) has D3+1 wyrdstone shard counters strapped down in it. Each time the vehicle is successfully damaged by an attack, and each time an attacker who has boarded the vehicle successfully causes an injury roll on a defender, one wyrdstone shard counter falls off automatically. Place the counter immediately behind the vehicle. Remember that wyrdstone shard counters do not move on their own, so using the Rolling Road rules the counters are moved 6" down table in each Rolling Road phase.

Remember that warriors must be on foot to pick up a wyrdstone shard counter, and so will need themselves to risk moving down the Rolling Road as detailed above, until they can remount or catch up and climb aboard.

Warriors that are stunned or out of action drop any wyrdstone shard counters they are carrying; place the counter next to them.

Any defending vehicle that moves off the lead table edge in the direction of the chase is assumed to have escaped the attacker (some small amount of gloating seems appropriate here), and does not count as a casualty. Vehicles which move off any other table edge count as "casualties" as otherwise described above. Make a "bumping around" check for the vehicle when it leaves the table by any other route: Roll a D6 for each wyrdstone shard counter loaded onto a vehicle when the warband or vehicle routs. On a roll of a 1 it falls off during their hasty (and bumpy) retreat and is left behind.

starting the game

The attacker goes first as his warband swoops down on their target.

ending the game

The game ends when one warband routs, or when all of the defending warband's vehicle(s) leave the table. If one side routs, the other warband is the winner, otherwise the warband with the most wyrdstone shard counters at the end has won.

wyrdstone shard counters

Defenders who escape off the leading edge of the table do not have to test to keep their wyrdstone shard counters, even if the warband later routs.

If the attacker routs, make leadership tests for each warrior carrying a counter, and "bumping about tests" for any on wagons or coaches, to see if they drop it. The defender gets any wyrdstone shards they carried off the lead table edge, and any dropped counters left behind (including counters dropped by a fleeing enemy).

If the defender routs, make Leadership tests to see if they drop their counters as normal, for any that are carried, and bumping about tests for any that have been placed on a vehicle. The *attackers* then have the opportunity to pick up any dropped wyrdstone shards at their leisure.

After the game, each wyrdstone shard counter gives one additional wyrdstone shard found during the warband's exploration phase.

experience

Fighters who take part in the scenario earn experience points as noted below:

+1 Survives: If a hero or henchman group survives the battle then 1 experience point is earned. Even fighters who are wounded and

taken out-of-action receive experience for taking part in the scenario.

+1 Per Enemy Out of Action: A hero earns 1 experience for each enemy they put Out of Action during the battle.

+1 Gang Leader – Wins: The winning Gang Leader earns an extra experience point.

+1 Get Them!: A hero earns 1 experience for each damaging hit on the enemy vehicle, regardless whether the vehicle ultimately makes it off table.

+1 King of the Road: Each warrior in the winning warband who is either driving a cart or wagon, or is riding a mount, gains an additional +1 experience.



The Brewery

Adapted from a Necromunda scenario by Nick Jakos, originally published in Gang War magazine.

In this scenario, one warband is attempting to raid a brewery that is under the protection of a rival warband. Any warbands can take part in this -- who knows what cunning plots or plans make a brewery of interest to the perfidious skaven or a horrifying necromancer?

terrain

Terrain is set up on the normal fashion, though there needs to be a partially intact building at the centre of the table. This is the brewery. D6 barrels of Second Best Brew should be set up anywhere inside of or within 2" of the brewery.

warbands

Before setting up, the defender splits his gang into one or more groups, each comprising two or three models. The defending player then chooses one of these groups and deploys it anywhere within 4" of the brewery.

deployment

The attacker sets up 2D6 of their warband members to take part in this game. All the attacking fighters must be deployed no less than 16' from the brewery building, and in cover.

Once the attackers are set up, roll a D6 for each of the defending player's remaining groups and consult the table below:

1-3 This group is not set up at the start of the game. At the start of each of the defender's turns, roll a D6. On the roll of a 6, the group may enter the table from a random table edge.

4-5 The group must be set up at least 6" from both the brewery and the attackers.

6 The group must be set up within 6" of the brewery.

starting the game

Dice off to determine randomly who takes the first turn.

special rules

The attacking warband must try to get away with as many barrels of brew as they can. To carry a barrel, a fighter must begin its movement phase in contact with a barrel. They may then roll the barrel as if moving through difficult terrain (half rate) and may not run or charge. Up to two models may roll a barrel together, moving at full speed of the slowest warrior between them, but still may not run or charge. Warriors dragging barrels may fire pistol weapons, but no two-handed weapons (so no crossbows, but yes crossbow pistols, for example). If a model is charged while rolling a barrel they count as "encumbered" and suffer - to their WS (both attacking and defending) during combat.

When shooting at a warrior dragging a barrel, a shot has an equal chance of hitting a warrior or a barrel (or a $\frac{1}{3}$ chance if two warriors are dragging it). Dice off to determine which is hit.

Barrels, if hit, have a single wound with a toughness of 4. If hit with fire weapons roll a D6, and on a 6 the barrel ignites, causing a fireball D3" in diameter, causing a strength 3 hit on anything in range.

ending the game

The game ends when (a) the attackers have escaped with all the barrels, (b) either warband has no standing fighters remaining on the table, or (c) either gang routs.

experience

+1 Survives: If a hero or henchman group survives the battle then 1 experience point is earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

+1 Per Enemy Out of Action: A hero earns 1 experience for each enemy they put Out of Action during the battle.

+1 Gang Leader – Wins: The winning Gang Leader earns an extra experience point.

+1 Carrying a barrel off table: Any hero who carries or helps carry one or more barrels off table gains 1 experience.

For every barrel taken successfully off table, the attackers earn 2D6 crowns profit at the end of calculating income. They also get to keep one dose of liquor to keep for themselves (add one Bugman's Brew to the warband stash).

For every barrel left still on the table, the defenders earn 1D6 crowns profit. The defenders also earn 1D6 crowns profit for each attacker that is taken out of action during the fight.

To Catch A Curator

Adapted from a Necromunda scenario by Ross Firth, in turn inspired by the Necromunda novel "Salvation" by CS Goto.

Sometimes what is in a head is more valuable than even the head itself. In this scenario, your warband has learned of a former curator from the artifactual collection of the Great Library, who knows of the great treasures buried beneath the ruins. Not only is his knowledge infinitely valuable, you have discovered that he has been laying low in a dive in Cutthroat's Den. You have decided to pose as an ally to the curator in order to gain access to the treasure in his mind, and seize it for yourself.

choosing this scenario

Any warband can choose this scenario. It is designed for three or more players (see Blood On The Streets on running scenarios with more than two players), but two can also play quite easily.

terrain

Set up the terrain to represent a closely knit block of buildings in an area roughly 4'x4'. A long, empty "street" should pass through the middle, around 4" or 4" wide, to represent the main thoroughfare, with one particular small building in the middle at one side of the street, to represent the small in where the curator has been holed up.

warbands

Each player must choose a maximum of six fighters for this scenario, as this event takes place on the busiest street in Cutthroat's Haven, and so no unwanted attention is needed by having a larger group of people.

Each player rolls a D6 and adds their warband leader's initiative. The two players with the highest scores have arrived first, and are to set up in the street, at least 12" away from the centre, and no closer than 6" to the table edge behind them. The curator is placed at the door to the inn where he has been staying, just outside the building, and counts as "knocked down" at the beginning, as he is very uncertain of who he should trust, but is expecting a contact to arrive.

the build up

The build-up to a shoot-out is a tense affair. To recreate the tense atmosphere at the start of a shootout a special series of turns called the build-up is used. Each turn of build-up has its own sequence of play. First both sides move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the hectic shooting begins! During the build-up both warbands move at the same time rather than one after the other. The fighters walk slowly and deliberately towards each other until somebody's nerve fails and weapons are drawn. To represent this, gang fighters must move 1" per turn. Fighters must move towards the enemy and may not move into cover. Once models are within 4" of the enemy they stop. Players take it in turn to move one model, starting with the player that has the most. After both sides have moved each player must make a Nerve roll. Each player rolls a D6 and writes down the score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling a dice at the end of each move and adding it to their score until one player's total score goes over 15. Important: A roll of '6' counts as '0' when making a nerve roll, so if you roll a 6 your score stays the same as it was on

the previous turn. Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns (see The Fast Draw below). If both players' scores go over 15 on the same turn then the player who has the highest total score is the one that is assumed to have gone for his guns first. If both players have exactly the same score, then they both go for their guns at exactly the same moment! Assuming that one player drew first, then each of the opposing gang heroes gets one Experience point for every five difference between the two players' scores, to represent the fact that they have held their nerve in the face of great danger. For example, if one player ended up with a total of 14 points and his opponent had a total of 17, then each hero belonging to the player with the lower score would get 1 extra Experience point at the end.

the fast draw

Once a fighter goes for his pistol everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as weapons are drawn and shots fired. This is called the fast draw. During the fast draw neither side can move but both sides can make ranged attacks, such as shoot a pistol or short bow. In the fast draw both sides can shoot but the order in which individual models shoot is determined separately. To decide the firing order, roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add 1 if the fighter is not equipped with any ranged weapons other than throwing knives or pistol category weapons, and subtract 1 if armed with a move or fire weapon such as a crossbow. The result is the fighter's Fast Draw score. Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. However, any leadership tests due to friendly fighters going down or out of action are only taken after the

complete Fast Draw has ended. Once the first model has shot, the next highest score shoots, then the next, and so on. In the case of a tie all shots are assumed to be simultaneous. This means that it is possible for two warbands' fighters to shoot each other at the same time! Fighters who are injured before they get a chance to fire lose their shot. And of course those without missile weapons don't shoot at all.

Once the Fast Draw is complete, the remaining warbands (if there are any) turn up on a randomly determined table edge. Then all players dice off as usual to determine who goes first - see Blood On The Streets from Town Cryer for details.

starting the game

While yes, the Build Up and the Fast Draw have already taken place, we are not done yet.

special rules

The Curator: The curator begins the game "knocked down," as mentioned earlier, and cannot stand up and move until an escort has made contact. He has no weapons or equipment and cannot take part in the battle proper, but just for the illusion of completeness consider him to have the same stat-line as a starting Dreg.

In order to make contact, a fighter must finish their movement phase in base contact with the Curator, who must be on his own and un-escorted. Once contact has been made, the two models move as one beginning in the player's following turn.

If an enemy is already escorting the Curator, then they must be taken out in close combat before a new escort can commence - you cannot risk shooting the Curator, so no shooting at the escort.

While escorting the Curator, you may not fight other than to defend yourself if charged, in which case the Curator counts as knocked down again until the escort can continue or another takes his place.

The Curator must not be harmed, and as such no ranged attacks or area of effect attacks may be used on the escort. In the event of a misfire or similar incident where the Curator could or would be hit, place him outside of whatever template or measured effect range, to indicate that he has been thrown clear by his escort, and he counts as knocked down.

ending the game

The game ends when any one gang successfully escorts the Curator off any of the board edges.

experience

+1 Survives: If a hero or henchman group survives the battle then 1 experience point is earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

+1 Per Enemy Out of Action: A hero earns 1 experience for each enemy they put Out of Action during the battle.

+1 Gang Leader – Wins: The winning Gang Leader earns an extra experience point.

+1 Successful Escort: The hero or henchmen group who successfully escorts the Curator off the board edge receives an additional experience point.

Treasure!

The winning warband successfully convinces the Curator to share his knowledge with them in exchange for safety, and gain access to the treasures that only he knows about. Roll a D6 after the exploration phase and consult below:

1 - On arriving at the site he indicates, you find that some unknown party has already taken the treasure long ago, and as a result the chamber is completely empty save a few uncontrolled zombies! You manage to escape, however 1D3 randomly determined fighters must roll on the serious injury table.

2 - On arrival at the site you find that some unknown party has taken the treasure long ago and as a result the chamber is completely empty.

3 - On arrival you find the ancient artifact in question however it appears to you to have no apparent monetary value. The curator gives you 2D6 crowns profit for your help, before escaping your clutches in a most unexpected manner, and getting on his way.

4 - On arrival you find the ancient artifact in question and it appears to be quite valuable. You sell it off for 4D6 crowns to be added to your stash, before the Curator makes an unlikely escape from your clutches.

5 - On arrival you find the site to not only contain the piece in question, but various other artifacts as well. You not only sell the piece for 4D6 crowns profit, but you get a +2 on all rarity rolls this phase.

6 - On entering the site, the Curator unfortunately trips and accidentally stumbles onto your outstretched blade at least five times! What a pity. You empty the site of all its contents earning you a whopping 6D6 gold crowns in profits!

about the author

Ross Firth was a long-time Necromunda player since 1996, with collections of all the House gangs, Enforcers, Redemptionists and more.

Bar Fight

Adapted from a Necromunda scenario by Dave Parsons, published in Fanatic Magazine Online.

Hanz could feel the trouble brewing. He could sense it before the hush fell over his regular clientele. Could feel it before the Sigmar-damned Osterlanders came into his bar. Hanz was already counting the cost of replacement furniture, glasses, drinks, and customers. Starfix of the Brothers of Duality stood in the middle of the suddenly deserted bar, several members of his warband fanning out beside him. From behind his dark eyes, a hate-filled glare bored a hole into the back of Porthos's neck. With an almost sarcastic slowness, Porthos finished his jug of rancid beer and belched loudly. His day couldn't have got any better. He got off his stool and turned, flexing his massive shoulder muscles as he returned Starfix's glare. Four large hulks from his own Dog's Head warband lounged on bar stools next to him, still drinking. No one was willing to make the first move. All eyes were on the two opposing leaders... until the kid next to Starfix flew back, a crossbow bolt in his chest. Gazes moved from the downed kid then back to Hanz cradling his crossbow. Then all hell broke loose.

scenario selection

Any warband that is allowed to select the scenario may choose this scenario and will be the attackers. Skaven do not use drinking holes, and so will always be the attackers, even if their opponent chooses this scenario.

terrain

The bar is represented by an 18" square playing table. One side must hold the bar itself, which is a 1" broad table with its innermost edge set 3" into the room (leaving 2" width behind the bar.

The other three edges are walls with doors and windows in, and anyone moving off the board will be removed from the game (having dramatically gone out the window in Western Bar Brawl fashion). The remainder of the board is mostly empty except for a scattering of chairs and tables. Both the furniture and the bar itself will be partial cover and minor obstacles at best.

If you own a modeled tavern with accessible interior of approximately the right dimensions, this would be an excellent time to break it out for a scenario.

warbands

Both warbands use only their leader, plus D3+2 additional heroes, with any empty slots filled by henchmen. This scenario should be entirely or almost entirely heroes, however. The defending warband places their models in front of and touching the bar. The attackers deploy in an area up to 4" in from the opposite edge.

starting the game

Once all the fighters have been set up, and you have resolved the bar owner's shot (see Special Rules, below), each player rolls a D6. The player who rolls the highest goes first.

special rules

Drunk: The defending warband have been drinking all morning and are less affected by their surroundings. For this scenario, ALL members of the defending warband on the table have +1 Leadership, but they are not so quick on the uptake as they were and now have -2 Initiative (to a minimum of 1).

Bar Owner: The owner of the bar knows what is coming and decides to get things over with as quickly as possible. After both sides have deployed, the defender resolves a single BS2

crossbow shot from the owner. Once the barkeep has made his shot, he ducks out the back to hide from the fight and takes no further part in the scenario.

Tension: You could cut the tension with a knife as the fists start flying and neither warband is really prepared after the initial shot. For their first turns, all members of both warbands count as having moved (so no move or fire weapons, etc).

ending the game

The normal rules for routing apply, except that given the physical constraints of the building, rout checks are only needed after 4 warband members are out of action.

experience

Fighters who take part in the scenario earn experience points as noted below:

+1 Survives: If a hero or henchman group survives the battle then 1 experience point is earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

+1 Per Enemy Out of Action: A hero earns 1 experience for each enemy they put Out of Action during the battle.

+1 Gang Leader – Wins: The winning Gang Leader earns an extra experience point.

If the Defender wins the game, the bar owner will feel indebted to them for saving the bar. As well as a small reward of 2D6 crowns, he will also provide you with some booze to take away and so you gain a bottle of Vodka (see the Kislevite warband special equipment from Town Cryer), regardless the warband's affiliation.

If the attacker wins then his reputation is

increased, and he is in a position to extort money from the owner. The attacker gains 1D6 gold crowns that are paid from the defender's income (as the bar owner puts this onto the defender's tab), and gains +2 to the first rarity roll they make before the next game.

about the author

Dave Parsons played Necromunda for years, mostly Scavvies, Spyrers, and Pit Slaves, with mixed success all 'round.

Gulpers!

Adapted from Sandgulpers! For GorkaMorka by

Down in the southeast quarter, far from the comparative safety of the encampments outside the city walls, there is a grim and deserted region around The Pit. The area is littered with shattered ruins and the bones of the dead. A warband brave (or stupid) enough to risk the terrors of The Pit can bring home a veritable mountain of wyrdstone to sell to their backers. Of course, that's if they survive!

terrain

This area of the city is not much like any other, being a large number of wrecked buildings of no more than one story strewn about. There should also be a few rocky areas scattered.

special rules

This scenario uses the special rules for wyrdstone shard counters, and of course routing. See the Wyrdstone Hunt scenario in the main rule book for details.

warbands

Any number of warbands may take part in this scenario.

Each player places D3+3 wyrdstone shard counters, at least 18" from the table edges.

Each player must then place D3 "gulper" markers. Gulper markers must be placed at least 6" apart and 18" from the table edge. You can use different coloured dice or some other such marker to represent a Gulper, but they are in essence giant, toothed worms, miniatures depicting the mouths of which bursting from the soil are sold by any number of fantasy or science fiction miniatures companies/

Each player then rolls a D6. Starting with the highest scoring player, each player deploys their warband within 8" of a table edge, and at least 12" from other warbands.

starting the game

Each player then rolls D6, the highest scoring player goes first, then proceed clockwise around the table.

the Gulpers

The area around the Pit is inhabited by deadly Gulpers. These huge worms live beneath the surface, waiting until they feel the faintest vibration that indicates prey moving on the ground above. Then they strike, rising from the depths with their immense maws wide open, swallowing warriors whole and smashing buildings and carriages to smithereens. Nobody knows when the next attack may come.

At the start of each player's turn, you must test to see if one or more Gulpers attack. Roll a D6 for each Gulper marker. On a roll of 6, a Gulper has been attracted to the surface. If there is a Mounted warrior or a Large fighter within 6" of the marker, add +1 to that roll. More than one Gulper may attack in any turn.

For each attacking Gulper, roll a scatter dice and move the marker 2D6" in the direction indicated. If a "hit" is rolled, the marker moves 2D6" toward the nearest model. This is the position where the Gulper breaks through to the surface. Place a 2" radius circle centred on the marker's final position.

Warriors on foot who are touched by the template may jump out of the way by rolling equal to or under their Initiative on a D6. If they succeed, move them to the nearest outside edge

of the template. If they fail they are affected as detailed below. Mounted models, and vehicles (carriages, coaches, chariots, and wagons) which are partially covered by the template suffer 1 hit. Vehicles that are completely covered suffer D3 hits.

All Gulper hits have a Strength of 6, roll to wound and resolve injuries or damage as normal.

Any warrior taken Out Of Action by a Gulper attack has been swallowed, and is automatically dead! Warriors who later go out of action have their injuries generated as normal.

ending the game

In this scenario, models which move off the table voluntarily do not count as casualties. If only casualties (Stunned warriors) are left on the table, the game ends immediately. The winner is the warband with the most wyrdstone shard counters at the end of the battle. If two or more warbands have the same number of wyrdstone shard counters the battle is drawn and no leader gains the extra experience for winning.

experience

Fighters who take part in the scenario earn experience points as noted below:

+1 Survives: If a hero or henchman group survives the battle then 1 experience point is earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

+1 Per Enemy Out of Action: A hero earns 1 experience for each enemy they put Out of Action during the battle.

+1 Gang Leader – Wins: The winning Gang Leader earns an extra experience point.

+1 Carrying Wyrdstone: A Hero carrying wyrdstone at the end of the battle gains 1 additional experience point.

Each wyrdstone shard counter carried off the table is added to the shards found in the exploration phase, as income.