The Ones That (almost) Got Away

A compilation of scenarios forwarded by Jake Thornton

Jake: Over the last few months I've collected a few Mordheim scenarios that are fun to play, but just don't really have a home in the magazine. A single scenario's just too small to make an article on its own, but now I've got three of them to hand, I thought I'd make a sort of 'pot-luck supper' of them – a small collection of rather different scenarios, from three different contributors.

First up, we have the third of the Halfling scenarios that Mark Havener sent us with the Moot article (printed back in issue 7). At the time we had to lose one of them for reasons of space, but now, at last, we can finally allow you to join in the saga of Geefer Lugbottom and the Bindleberry pies…

Scenario: The Recipe

Geefer Lugbottom has stumbled upon an amazing new recipe for Bindleberry pie. It's rumoured that once a Halfling tastes one of Geefer's 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 Geefer a lesson in sharing. So, while Chef Lugbottom 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 Geefer's rivals to kidnap the pie master 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.

Geefer & The Guards

Halfling Guards

	M	WS	BS	S	T	W	I	A	Ld
Guard	4	2	4	2	2	1	3	1	7

Special Rules:
Brave: Bolstered by a fine meal of Geefer's pies, the guards ignore any Psychology tests they may be called upon to take.

Equipment:
Bow, shortsword (counts as sword), dagger.

Geefer Lugbottom

	M	WS	BS	S	T	W	I	A	Ld
Geefer	4	2	3	2	3	1	3	1	7

Special Rules:
Bold: Geefer knows that the plans his enemies have in store for him are dire indeed, and his fortunes rely on getting his pies safely to market. He will not give up easily. Consequently, he ignores any Psychology tests he may be called upon to take.

Keep Him Alive!:
All attacks on Geefer suffer a -1 penalty to hit, as the attacker attempts to incapacitate the chef without seriously damaging him.

Equipment:
Rolling pin (counts as a club), paring knife (counts as a dagger).

At the end of each game turn, after all players have acted, Lugbottom 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 Geefer is attacked in close combat, all guards who can legally charge warriors engaged with Geefer will do so.

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 Geefer is travelling.

SPECIAL RULES

Geefer and his six 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, Lugbottom 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 Geefer is attacked in close combat, all guards who can legally charge warriors engaged with Geefer will do so.

LOOTING THE CART

Instead of attacking Geefer 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). A Henchman may carry one pie, a Hero may carry two; however, note that a model noted as an Animal (Hounds, Squigs, etc, 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 Initiative 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 automatically goes last and loses one attack as he gently sets his pies down and prepares for combat (these penalties are ignored if the warrior failed his Initiative 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 runs must pass an Initiative test to prevent them from being dropped. There are 3D6+6 pies in the cart (roll at the start of the game).

SET-UP

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 8" of his table edge, but not within 4" of a side edge, and not within 10" of another player's warband. Keep in mind that more than four players should be accommodated with a larger battlefield than normal (see the "Chaos in the Streets" article on multi-player games in the Best of Town Cryer, page 30).

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.

ENDING THE GAME

The game ends when Geefer 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 or 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 Geefer or any of his guards are still in play, all warbands are considered to have lost.

In addition to normal Exploration money, the following rewards await the warbands taking part in this scenario:

A winning warband is considered to have captured Geefer (if two or more warbands decide to share the win, they have to decide which one gets to turn him in for a reward). Turning in Geefer is worth 5D6gc.

Any pies that have not been ruined may also be turned in. Any pies held by a warband which routed ARE kept by that warband when they run and may be turned in. Pies turned in are worth 1gc each for a non-winning warband, or half that amount, rounded up to the nearest gc, for a winning warband (they aren't as important if Geefer is turned in as well). A winning warband gets any pies which are held by its warriors, or still in the cart at the end of the game.

EXPERIENCE

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband(s) gains +1 Experience.

+1 Per Enemy *Out of Action*. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Turns in Pies. Any Hero who turns in one or more pies +1 Experience.

Jake: This scenario has also been on my desk for a long time. It's built around a single simple idea which makes it a strong theme that people can easily grasp – often the key to a memorable scenario. Anyway, enough of me, here's Chris. Oh, and watch the skies…
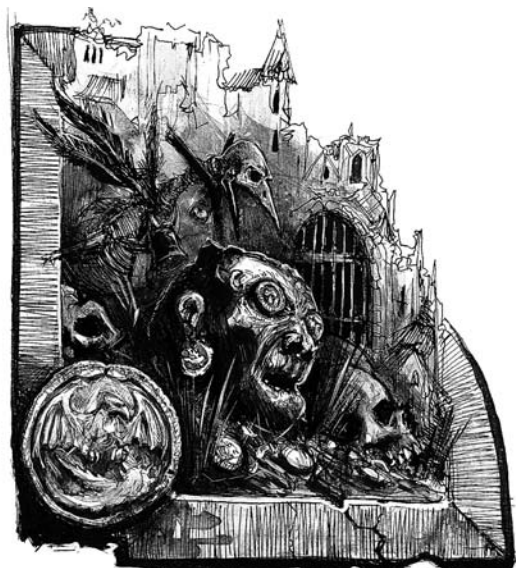
Scenario: Happy Harpy Hunting Grounds

The ruined buildings of Mordheim 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 wyrdstone closely resembling eggs of a sort. Partially due to their maternal instinct and probably due to the corrupting influence of the wyrdstone the Harpies have grown extremely protective of their nest and will guard it to the death if need be.

Set-up:

The scenario is for three players, one of whom controls the Harpies.

Normal set-up rules for a Skirmish (rulebook p127) 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. Ladders may be placed in nearby buildings, but none in the building occupied by the Harpies.

Roll a D3 to determine how many wyrdstone 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.

The Harpies go first before any of the warbands.

Winning the Scenario:

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.*

Harpy Nest Contents:

Besides the wyrdstone the following items may be in the Harpy nest. Roll 1D6 per line. On the number shown, or better, the item is present.

D6	Item
5+	2D6gc
3+	Jewelled dagger
5+	Heavy armour
6+	Ithilmir sword
3+	Gems worth 30gc
6+	Wolf cloak (See 2002 Mordheim Annual)
5+	Straggler*
3+	Lucky charm
4+	D3 shields
5+	D3 helmets
6+	D3 swords

*Somehow this unfortunate sod was whisked away to the Harpy nest. What they had planned for him is unknown, but he may aid you in your Exploration phase either this game or next (see p136 of the rulebook).

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband(s) gains +1 Experience.

+1 Per Enemy *Out of Action.* Any Hero earns +1 Experience for each enemy (including Harpy) he puts *out of action.*

Harpies

The Harpies are jealously protective of the wyrdstone in their nest. If any model approaches within their charge range 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.

	M	WS	BS	S	T	W	I	A	Ld
Harpy	4	4	0	4	4	2	2	2	6

Special Rules:

Fly: A Harpy may fly up to 12". After the Movement phase the model is assumed to have landed and may be charged. If on the ground, a Harpy may make a full move and then use its wings.

Talons: A Harpy has talons and is accustomed to fighting unarmed so does not suffer a penalty for doing so.

Drop Attack: If a Harpy is successful with both attacks in the first round of combat 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. The attacks themselves do not wound, but the person controlling the Harpy immediately rolls a D6 and a Scatter dice. That is the distance and direction from the place where the attack took place that the model will rest. Next the player controlling the Harpy rolls another D6. This is the distance from which the model has been dropped. The result is the Strength of hit (Str 1 to Str 6). Normal falling rules apply. If a model falls into a building than count the fall to where they land and then determine if the model falls again if it is within 1" of the edge of the floor. Any model that is struck by the dropped model will suffer a S3 hit. Large targets may only be dropped D3 inches since their size and weight make them more difficult to pick up. Once its opponent is dropped the Harpy may continue flying and return to the nest, preparing for another attack. Models that are stunned or knocked down will not be charged 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 wyrdstone in their nest for Harpy eggs and will fight to the death to protect them.

Jake: Finally we have the most bizarre of the scenarios I have for you today, but also in a way the one most fitting to the mad world of post-comet Mordheim. It's all about those big, smelly brutes so beloved of the Orcs: boars. Well, sort of. It might actually be about wyrdstone, or maybe it's just about having a good scrap. You decide.

Scenario: Round-up at the Mordheim Corral

Giovanni 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 on this side of the Reik. Mordheim was his last hope.

He approached the ruined city with some trepidation, and the sprawled bodies near the gates didn't make him feel any easier. Mind you, beggars can't be choosers, and as there was nobody else about he examined a few of the bodies to see if they had any easily portable wealth. There were a few trinkets, but most intriguingly there was a handful of green stones that glowed with a faint inner light. This must be the fabled wyrdstone. Giovanni smiled. At last his luck had changed.

Whistling merrily to himself, Giovanni and his assistants herded his charges through the streets, looking for somewhere to put his boars on show. Soon he came across the old market place, complete with pens for livestock – the perfect site. He really was in luck today. Giovanni and his hapless assistant were attempting to guide the boars into an old pen when he slipped and fell. The boars may be thick-skulled, 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' Giovanni and his men. The boars, on the other hand, were loose. Their taste of merchant mixed with the wyrdstone they had wolfed down at the same time (that had been hiding in the pockets of the unfortunate Giovanni) 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 Mordheim: there's a bunch of boars running around Mordheim with wyrdstone 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. This could be a good scenario to set in the Market Square (located in the North-east section of Mordheim – see the map in either the old Necromunda magazine or on the website).

Set-Up
All players roll a D6 and whoever rolls highest chooses which warband sets up first. If more than two warbands, please use Mordheim Annual 2002 page 27 Diagram 1.

Starting the Game
Roll a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

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. This should be agreed before game begins. Routing can only happen by losing 25% of your troops. No voluntary routing.

Experience
+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband(s) gains +1 Experience.

+1 Per Enemy *Out of Action*. Any Hero or Henchman group earns +1 Experience for each enemy he puts out of action. This includes boars put *out of action*.

+1 per Wyrdstone Counter. If a Hero or Henchman group is carrying a wyrdstone counter at the end of the battle, he receives +1 Experience.

Special Rules
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 7" then they will charge the nearest one they can reach. Otherwise, use a Scatter dice and 2D6 to determine direction and distance of the movement of each boar. If a boar moves into a non-boar model anyway, then it counts as a charge.

Each boar must be killed in order to search for wyrdstone. 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 wyrdstone. 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 wyrdstone he's found. If more than one model is in contact with a dead boar the second (and subsequent) may try to find the wyrdstone if the first fails.

Wyrdstone can't be transferred to another warrior. Animals cannot carry wyrdstone, but can cause a kill. If a warrior carrying wyrdstone is killed, stunned or knocked down then place wyrdstone counters beside it to represent the dropped items. These may be picked up by anyone who's allowed to carry it.

War Boar

Large, ferocious and bad-tempered – a perfect mount for an Orc Warlord. Orc warbands occasionally make use of these noisome beasts while exploring the ruins of Mordheim and beyond. It isn't common though, as the bigger and meaner Orcs tend to take the boars for themselves.

	M	WS	BS	S	T	W	I	A	Ld
Boar	7	3	0	3	4	1	3	1	3

A boar has an Armour Save of 5+.

Special Rules
Ferocious Charge: Orc war boars attack with +2S when charging, due to their bulk. Note that this applies only to the boar, not the rider.

Thick Skinned: The thick skin and matted fur of the boar makes him very hard to wound. Boars confer an additional +1 bonus to the rider's Armour Save (making +2 total).

If an Orc Hero (not Henchmen) comes in contact with a boar he may roll 2D6 to try and tame it. On a 10 or higher the boar can be tamed and the boar will discharge D3 wyrdstone for the Orc Hero. Sounds nasty, but Orcs don't really care about the smell. Anyway the Orc would make a Goblin or Snotling clean off the wyrdstone for him.

Optional Rules
On the beginning of the war boars' second turn they may begin to mutate due to the wyrdstone 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 attacks by -1, down to a minimum of 1. The boar may choose which attack is lost.
2	**Blackblood:** If the boar loses a wound in close combat, anyone in base contact with it suffers a S3 hit (that will not cause a critical) from the spurting corrosive blood.
3	**Spines:** Any model in base contact with the boar suffers an automatic S1 hit at the beginning of each Close Combat phase. Spines will never cause critical hits.
4	**Scorpion tail:** The boar's tail changes and grows a poisoned barb. It gets +1A per turn in close combat. This attack is at S5 (or S2 if the target is immune to poison).
5	**Hideous:** The boar causes *fear*.
6	**Scales:** Armour Save increases to 3+.