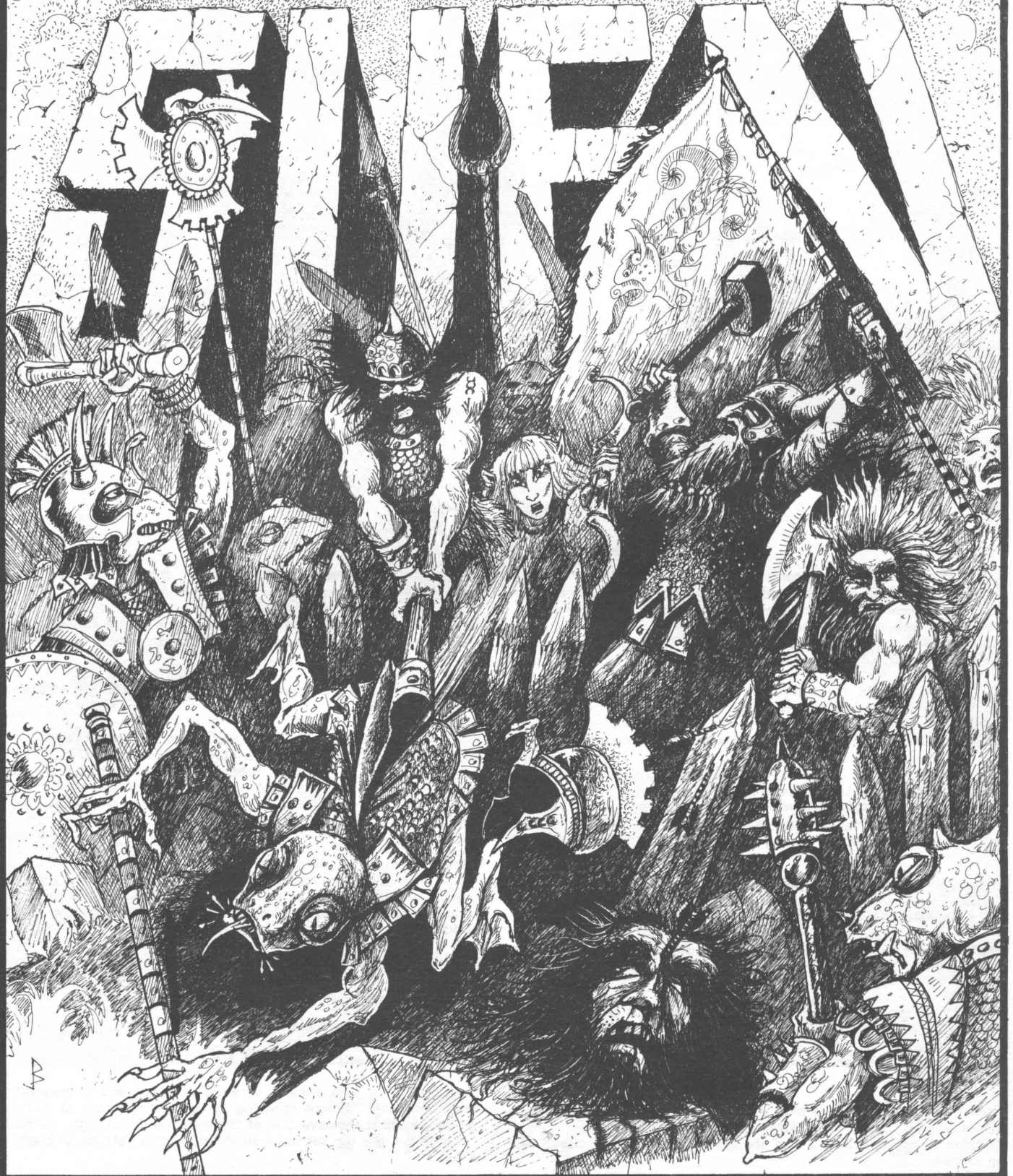
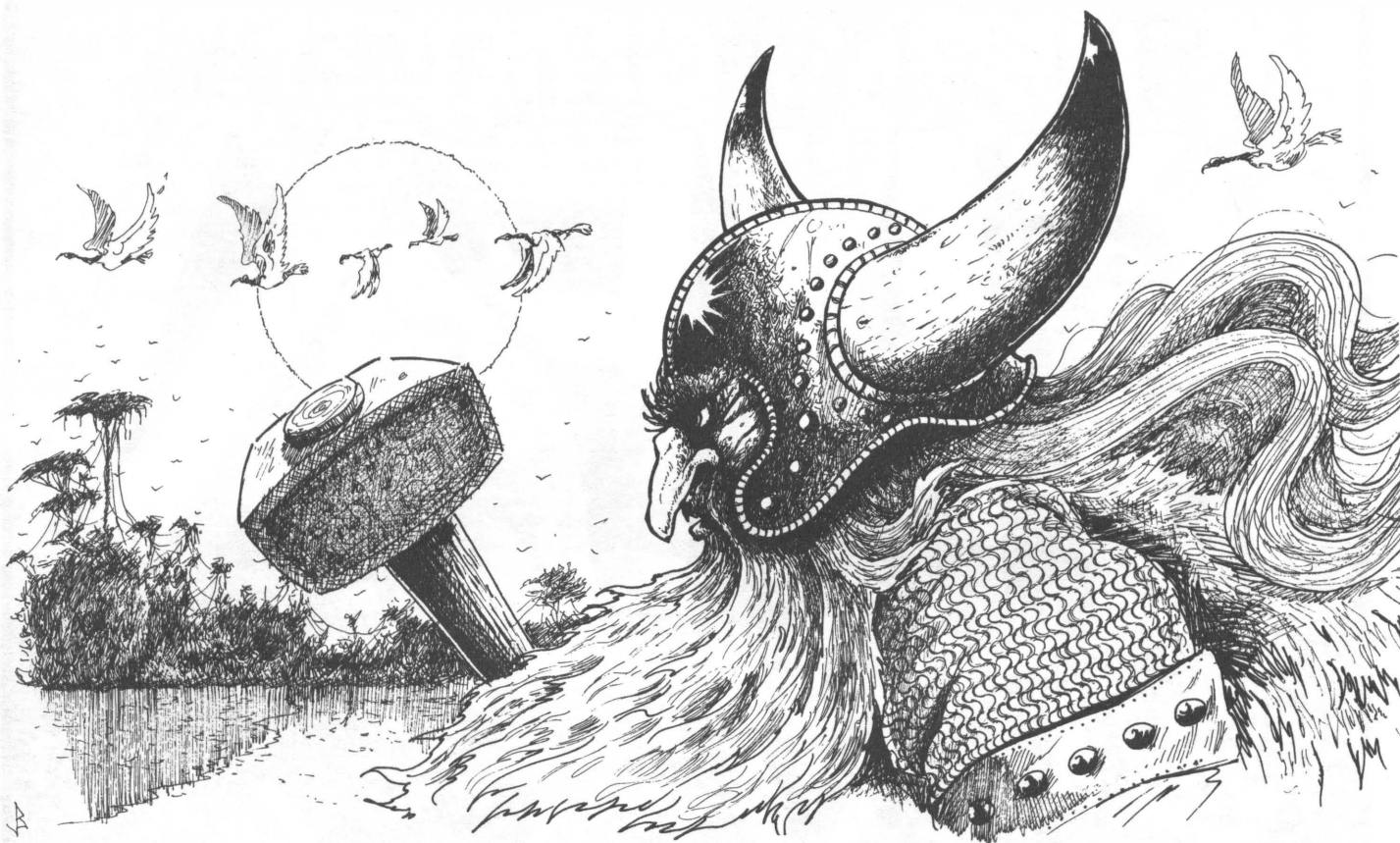


THE MAGNIFICENT



THE MAGNIFICENT SVEN

A WARHAMMER SCENARIO BY RICHARD HALLIWELL



This is an introductory wargame for at least two players and a Gamesmaster (GM). The game will work best if you have plenty of time and several different players. We would recommend that the GM reads through the scenario, and prepares the game. The players should not know any of the details other than those which are directly relevant to him or her.

If it's at all possible, the wargames table should be set up before the players actually assemble. Make sure that there are lots of rulers, pens, paper and dice to hand. Rulers and dice apart from being essential are not easy to buy in the evening or on a Sunday.

The terrain for the game is shown on the map. It may look complex but is easy to translate on to a wargames table. If you can't obtain model trees and model huts don't despair. In the last resort simply scale the diagram up and use chalk to copy it straight onto the wargames table.

Huts. Simple one room huts built out of stone with a conical thatched roof. Each hut is one building section, with two windows and a **domestic** type door (bolt on the inside).

Palisade. The palisade is built on top of a low mound. It is made out of pointed logs standing 2.5 metres high. There are slots for archers cut at 6m intervals.

Gates The gates are 2m high and count as **solid timber** doors. There is a single massive bolt on the inside.

Ruins. The walls stand between a half and one metre high (difficult ground).

Rope Bridge. The rope is only wide enough for figures moving in single file. If more than a dozen models are on the bridge it will collapse. Cutting either one of the bracing ropes also causes this to happen.

Jungle. Troops other than Slann moving through the jungle have their move allowances halved. Visibility is reduced to 3".

Tracks. The tracks allow troops moving in single file at normal move allowance in the jungle. Other than this they do not effect movement.

Contour Lines. The contours are at 5 m intervals and illustrate the slopes, hills etc.

Cliff. The cliffs are nearly vertical. They are 10m high or 5" to scale. For each model trying to climb one of the cliffs, roll a D6 at the beginning of the turn. Subtract 3 and count totals of -1 or -2 as zero. The modified total is the number of inches which the model may move - either up, down horizontally or diagonally. Reserve movement is not permitted.

Cleft. These are natural, Man, or Slann-made passes through the cliff-faces. They are made up of gravel, scree, sand and boulders. Moving upwards counts as difficult ground. Downwards movement is unaffected. Troops in close combat receive twice the normal bonus for being uphill.

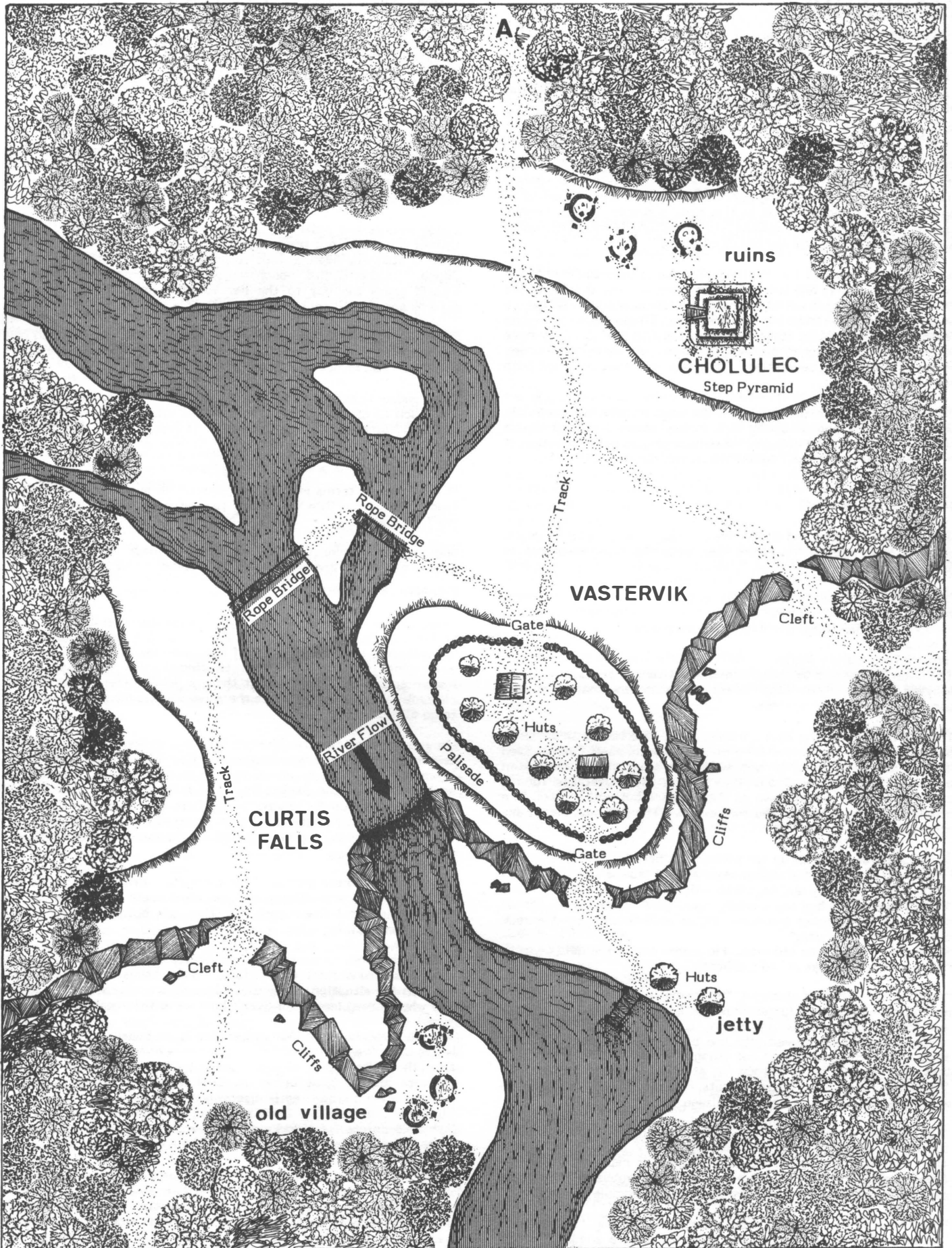
Old Village. The remains of a former Norse settlement.

Jetty. The Voltsvagn must be moored here.

Curtis Falls. The falls along the river.

Vastervik. The settlement itself.

Step Pyramid. The ancient pyramid is intact and in moderately good condition. Troops climbing or descending count as difficult ground. Each successive tier of the pyramid is 2m high. A model falling from the top suffers a single hit with an attack strength of a D6.



THE MAP



NARRATIVE

The following information is given largely for the GM's benefit. Portions of it, or all of it, can be presented to the side taking the part of Sven and his band of adventurers.

THE PACKET INN

The story begins in the famous "Packet Inn" in the Norse, Lustrian township of Iquitos. Iquitos stands along the banks of the Amoco river, and is the main trading port for goods going out of Lustria or up river. The Packet Inn is at this time a simple, rustic, timber hall: it is a single storey building with a thatched roof. The rooms are divided by mud walls and heavy curtains.

It is the early hours of the morning. The bar is deserted except for two drunken Dwarfs and the insomniac barman. The drunkards are engaged in a sluggish dispute over some trivial matter. They are Sven Haslefresian and Juggo Jorikson. They argue over the feasibility of freighting ice-cubes from the Old World. They have been drinking furiously throughout the night. As dawn breaks they arrive at a startling revelation. They discover that they are both stone-broke.

Juggo tries for credit at the bar. The barman refuses. He points out that having people owing him money would just add to his worries. He is having enough problems trying to get to sleep as it is. Juggo eventually gives up and returns to his seat.

THE OLD MAN'S TALE

Just then an old man and a boy come through the Inn's swing doors. The boy looks around the room. He leads the old man across to Sven and Juggo.

"Are you Sven Haslefresian?" he asks, staring blankly at Juggo. Sven fears that the old man may be some long-forgotten creditor. He speaks before Juggo can even open his mouth.

"Yes he is".

"I'm not he is", slurs Juggo.

The Dwarfs continue to dispute their identities, until Juggo proudly lifts his shirt to reveal tattoos of his own name and that of several popular Iquitos street dancers.

The old man takes the seat opposite Sven. He begins to speak in hushed tones. Unfortunately, he cannot make himself heard. Sven is explaining that he is, in fact, his own brother. His name is Ken and he looks a lot like Sven. He's always being mistaken for his brother. Sven is out of town at the moment but will be back in a couple of days. Sven pauses for breath. The old man seizes his opportunity.

"Look, will you just shut up for a minute.... here!"

He takes a small bag and shakes several gold crowns onto the table. Juggo sees the money and begins to salivate.

"Erm, you couldn't buy me a drink, could you? I think I've left all my money in my other trousers. I'll be able to buy you one back the next time I see you."

"Good Grief" Says the old man. He passes one of the gold coins to the boy. The boy goes off to the bar.

"Now," begins the old stranger, "my name is Haarld Havangatt. I am from the village of Vastervik on the Ljunger River. The village was founded only a dozen years ago. Last year a huge brutal band of Slann Renegades moved into the hills behind Vastervik. Ever since then they have caused our village incessant trouble. At first they only raided for livestock or attacked isolated farmsteads. Then they started to ambush boats coming up river and anyone wandering too far away from the village.

"The renegades grew in number. Eventually they became as bold as to assault Vastervik itself. This was nearly three months ago. They overran the village and either killed or captured all of our fighting men and women. Since then they ambushed any boats moving down the Ljunger. Vastervik has been completely isolated.

"They have returned twice. Both times demanding twenty-three hostages. Some they keep, threatening to torture and kill them if we in Vastervik resist. The rest are taken back to the Slann Empire. These are either given as human sacrifices or thrown into slavery.

"The renegades are due to return in seven days time. Sven Haslefresian your ship, the 'Voltsvagn', is the only vessel in Iquitos. It is certainly the only one which will take us to Vastervik

in time. You must take us there and destroy this gang. There, how say you?"

Sven, who is somewhat taken aback by this monologue, can only reply, "Err, I'll need to think about this one. You couldn't buy me another drink could you?"

ONE HUNDRED AND EIGHTY

Haarld never gets a chance to answer. The conversation is interrupted by a fly buzzing past. Sven tries to crush it with his clenched left fist. The fly manages to escape, it finally comes to rest high up on a wall.

Juggo squints and pulls out a throwing knife, with a deft flick he throws the knife into the wall, neatly dissecting the fly. The old man is stunned, Sven is also surprised, but not half as much as Juggo. Juggo smiles nonchalantly and reaches for his drink. Haarld sends the boy to the bar to fetch more beer. The boy returns and Haarld continues.

"We have collected every last penny left in Vastervik. We can pay you no more than one hundred and thirty crowns and perhaps seven shillings. You must help us, there is no-one else."

Sven, suddenly overcome by a re-kindled sense of adventure and far too much to drink, realises that he must accept. He suspects that going to Vastervik would be nothing less than suicide. But there is something about Haarld's story that strikes an irrational chord in the drunken Dwarf's heart.

"I accept your terms Haarld Havangatt," he announces, rather too loudly. "I'll take 'The Voltsvagn' to Vastervik. Juggo here will be my first mate".

Juggo's grin disappears. He chokes on his beer and wonders why no-one has as yet invented the dental appointment.

FRANTIC MEASURES

Sven spends the rest of the day trying to recruit some help. Unfortunately, Iquitos is almost deserted. A large expedition has recently left taking with it all of the free-lance fighters. He tries everywhere but only manages to find twelve hungover Norse berserkers. Sven buys each of them a drink, offers them half of Haarld's money and lies about the renegade's numbers. They agree to go along.

He then returns to the 'Packet Inn' and sends word to two old human friends, Aygar Mistletaine and Karl Ustracutter. Whilst he is waiting for them to arrive he bumps into Sea Elf Riolta Snow, another guest at the Packet Inn. Her holiday is coming to an end and she is about to return to Lothorn. Riolta is a talented archeress. Sven persuades her that going along would be 'exciting' and 'an adventure'. Again he lies about the renegades' strength and she agrees to go.

Soon the berserkers arrive. Sven buys them even more drinks and changes the subject if they ask awkward questions. Then Sven's friends, Karl and Ayger, arrive. They are both nearly as old as Sven. One has a leg missing.

Both were once successful adventurers, both retired years ago after disastrous final expeditions. Sven takes them aside and explains the situation, after careful consideration they agree to go. The whole group leaves for Sven's boat - the Voltsvagn.

The Voltsvagn's guard, Karra Lakota, is on board. She is asleep. Karra doesn't wake up until the early hours of the morning. By this time the Voltsvagn is already almost half way to Vastervik. She protests loudly about being involved in such a venture, but is ignored when a stowaway is discovered. The stowaway is Raidocks Timmowit, a Halfling. Sven sees him and groans. He has met Raidocks before. Raidocks grins sheepishly and says that he has come to help. The crew fail to stifle their snorts of derision.

SVEN'S CREW

The information pertaining to the various crew members is available freely to all of the player's on Sven's side. They all know each other fairly well already, or else get to know each other during the trip up-river. The information is not available to the enemy.

Sven Haslefresian. Sven is a bearded Dwarf. He is already 87 years old but this is still quite young for a Dwarf. He was born and raised in the Old World. He soon grew bored with working in the mines, and took an apprenticeship with the Dwarvish Engineers

Guild. Sven was taught the arcane secrets of the guild. He was most interested by the construction of engines powered by alcohol vapour or by steam.

One day he was struck with the notion of building a boat powered by such an engine. This was mocked and scorned by his fellow guildsmen. The Engineers Guild is an order founded on ritual and tradition. It always reacts strongly to innovation, its members distrust rivers or the sea, as do most other Dwarfs. They would not take Sven seriously.

Sven's idea was rejected, his plans blocked. Sven himself became a figure of fun. None the less, he persisted. Eventually he was forced to endure the embarrassing 'Trouser Legs' ritual and was expelled from the Guild.

Sven had acquired the nickname "Wetback" Haslefriesian, he was furious. Unwilling to withstand any more mockery he emigrated to Lustria. In Iquitos he set up as a blacksmith. Dwarf smiths are all highly regarded. Sven had no difficulty in establishing a forge and making a good living. He soon set about realising his dream. Gathering the materials and building the engine was laborious and demanding. After three years, with the engine nearing completion, Sven brought in Norse craftsmen to build the hull. Within a very short time the boat was completed. Sven named it after his mother, he called it 'The Voltsvagn'.

Since then Sven and his boat have been thriving. 'The Voltsvagn' has become the most famous vessel in Lustria. Sven has made himself a substantial fortune as its captain. For almost twenty years he has been ferrying passengers and freight up and down the Amoco and its myriad tributaries. He is now a respectable citizen and becoming very bored.

Sven's profile is as a Dwarf **Major Hero**. He carries a warhammer enscribed with 3 Armour Runes, 4 Cutting and Smashing Runes, 4 Runes of Swiftess and 2 Runes of Return. He wears a mithril jacket with a shield - affording an armour saving throw of 4, 5, 6. Sven has been in countless skirmishes against the Slann. He is by now wholly immune to their poisons.

Juggo Joriksonn. Juggo is a Norse Dwarf Berserker. Norse Dwarf society has much in common with that of the human Norse, and the Berserkers lead a similar social life. He is **subject to alcoholism and frenzy**. His most striking features are his sunken, bloodshot eyes and his awful complexion. He is in the habit of dyeing his hair torquiose and greasing it with pig fat. Its spiked and sticks out at surprising angles.

He arrived in Lustria just two years ago. Within a few days he joined the crew of one Erisch "Hammerhead" Hamstringsonn. They sailed up river into a prolonged raid on the Slann Empire. It was a succesful mission but eventually came to grief. Hamstringsonn's men had just looted another Slann village. They were returning to their boats which were already low in the water with the weight of plunder. With this last raid they could all retire to Lothorn, spirits were high. Nobody noticed the Slann until it was too late. They had walked into an ambush.

Juggo claims there were five hundred soldiers. Hamstringson and most of his followers were killed. Juggo is a fast runner, somehow he made it back to the longboats. He and the handful who had been left on guard lept into one of the boats and rowed down-river as fast as they could.

Days later the boat, drifted into a Norse village. It was laden to the gunnels with treasure. All those aboard were ridden with blowdarts, they were utterly inert. Juggo was the only one to recover consciousness. To everybody's surprise he despatched the bulk of ships treasure to the relatives of Hamstringsonn's army. He was still left with a princely sum. Juggo blew the lot in a now legendary binge. During this binge, which lasted a year and a half, he became known as Juggo 'Senseless' Joriksonn.

The money ran out and lately Joriksonn has been working for Sven aboard the 'Volvsvagn'.

Juggo has a two-handed battle axe and wears no armour. He is subject to **alcoholism** and **frenzy**. He has a profile as a Dwarf **Minor Hero**.

Karra Lakota. Karra is an Amazon, her whole short life has been a tale of rebellion, intransigence and laziness. When she was 25 her mother forced her to leave home and join the Kalim Devouts.

The Devouts serve the all-powerful Amazonian Sisterhood. Life amongst the Kalim is arduous, exhausting and unremitting. Karra was miserable. Again and again she came into conflict with her

superiors. She was punished with even more work and even longer hours.

Eventually she was contacted by an underground, subversive Kalimist faction. Their opposition to authority appealed to her. She became a member.

Karra was posted at Rigg's Shrine when she became involved in an ambitious plot. The Queen was about to visit the shrine and the faction planned to blow up the entire building. Long before the plan reached fruition someone informed on the conspirators. Karra was tipped off. She stole a bolt pistol and several magazines and fled into the jungle. She wound-up in Iquitos, she hates the place. She cannot abide the Norse nor their chauvinistic attitudes.

Karra is an Amazon **Minor Hero** armed with sword, throwing knives and bolt pistol. She has enough ammunition for only 16 shots. She wears a typical Amazon decorated breast-plate, giving her a D6 save of a 6.

Aygar Mistleatine. At the time of this adventure. Aygar the wizard is the oldest Lustrian born Norseman alive. He participated in or even led numerous raids both large and small. His career came to end twenty years ago, when Aygar was already nearly fifty.

He and a group of companions broke into an ancient Slann tomb in the jungles north of the mighty Amoco river. They penetrated deep inside and came to a door at the end of a corridor. Aygar tried the door and, as he did so, three mammoth stone slabs fell to the floor behind him. The slabs crushed his fellows and blocked the corridor. Aygar was left trapped in a space so small he could hardly move. It was so cramped that Aygar could only chip at the stone blocks. The door turned out to be false, it opened onto a solid rock wall.

Aygar was trapped for over two years. He chipped and hewed at the blocks, and cast spells at them it had little impact. He kept himself alive by collecting water dripping from the ceiling and using a 'pull fish from hat' spell he had learned from an Iquitos fish-monger. Eventually his mental condition deteriorated. He began talking to himself and writing I.O.U's to imaginary restaurateurs.

He was only rescued when another expedition tried to break into the tomb. They were well equipped and numerous. It took them only a few hours to raise the slabs after they heard Aygar shouting and hammering.

Aygar retired to Iquitos. He gave his rescuers a half of his fortune and became a recluse. Since then he has advanced his studies of magic, but never ventured out of his house. People say that his mind and his nerves snapped in the tomb.

Aygar carries a sword and a staff but wears no armour. He is a level 3 Norse **wizard** with the following spells.

Level 1 Cure Light Injury
Level 1 Immunity From Poison
Level 1 Wind Blast
Level 2 Aura of Protection
Level 2 Lightning Bolt
Level 2 Hold Flight
Level 3 Magic Bridge
Level 3 Curse of Arrow Attraction
Level 3 Animate Sword

Riolta Snow. Riolta makes her living as a professional tournament archer. She holds the titles of many of the Elf Kingdoms' leading contests. Like many other succesful 'pros' she is alarmingly rich.

At the time of this game she is taking a holiday in Lustria. As a female and a Sea Elf she has been allowed to travel freely in Amazonia. She has visited Genaina and even made a pilgrimage to Rigg's Shrine. Lately she hired the 'Volvsvagn' for a hunting trip up river. She bagged several crocodiles, a giant turtle and a brace of Slann. Sven, Juggo and especially Karra were all highly impressed.

Riolta looks much like any other Sea Elf. She is tall, slender and enviably attractive. She is unarmoured and carries an Elf Bow with dozens of arrows, as well as a sword. She is an Elf **Major Hero**.

Raidocks Timmowit

Raidocks is a Halfling. He's only four foot tall, but at the age of thirty-five he's reached physical if not quite psychological maturity.

He is a recent arrival in Lustria. He ran away from home and

bought a one way passage with a Sea Elf trader. He worked his way from Lothorn down by sea to Iquitos. His plan was to make straight into the interior and there find both fame and fortune. This vision was shattered when all his money was stolen two days after arriving at the 'Packet Inn'. He lost most of his other possessions during a disastrous sorty into gambling. One night he left his only set of clothes out to dry. Even though they couldn't possibly have fitted anybody else they too were taken.

Raidocks of course didn't have a return ticket. He was trapped. Nobody would consider involving him in expeditions as he was just too short. To keep himself alive Raidocks has been washing dishes at the 'Packet Inn'. He writes letters home saying that he is a 'Catering Manager'.

His only remaining possessions are a set of clothes which are much too big, a knife and a treasured hunting bow. Sven has lent him a chainmail jacket and a shield. Both are too big for him. He has a profile as a Halfling **Minor Hero**.

Karl Ustracutter. Ustracutter is one of the many human Norse adventurers that flocked to Lustria after hearing rumours of its fabulous wealth. Over a career spanning three decades he amassed an immense fortune. For a long time he was reckoned to be the richest man in Iquitos. His final adventure was, however, disastrous. Ustracutter recieved word of a fantastic temple hidden in the dense jungles of the Pygmy lands. Within days he assembled four longboats and an army of 120 adventurers. Somewhat the worse for drink they sailed up river for the temples supposed site.

They never made it. The flotilla was ambushed by a confederation of six cannibal tribes. The Norse were massacred. Ustracutter and a handful of warriors survived but were captured, all the rest were killed.

The captives were shackled and imprisoned. One by one they were taken away to the cooking pot. Ustracutter tried to escape a dozen times. Each time the Pygmies caught him and brought him back. Eventually, after having seen the remnants of his army taken and eaten, Ustracutter's turn came.

By this time his Pygmy captors had come to quite like him. They admired his pluck and were impressed by the way he kept trying to escape. They respected him because he kept spitting at them and refused to grovel or winge. So, with unprecedented generosity, they decided to spare him, or at least partially spare him. Early in the morning six Pygmies went into the prison hut and clubbed him into unconsciousness.

He didn't come round until later that night. He found himself in the chief's Great Hut, surrounded by grinning, saw-toothed Pygmies. They were laughing, cheerful, friendly and very drunk. One of them explained in broken Nordic that Ustracutter was about to be released. The feast was in his honour. Tomorrow he would be taken to the river and given a canoe.

Ustracutter couldn't understand what was going on. He was still drowsy and gratefully accepted a mug of beer and a chunk of meat. Soon he became aware of a dull ache in his left leg. He tried to move it but for some reason could not. He looked underneath the table and saw that the leg was gone. Shocked, stunned and confused he re-appraised the long roasted joint of meat which was the centre-piece of the feast. Then he passed out again.

Ustracutter found his way back to Iquitos. Losing his leg put an end to his adventuring. He took it fairly well, but these days complains that what used to be a perfectly good continent is becoming overrun by farmers and bankers.

Karl wears a chainmail jacket and carries a shield. He also owns a magical sword called 'Julbrinna'. The sword's attributes are one point of **wound gain**, **flame attack**, **strength drain**, and **toughness drain**. Karl is a Norse **Major Hero**, except that his movement allowance is only 2½" instead of 3½" (basic 4 minus ½" armour penalty).

The Berserkers. There are 12 human Norse Berserkers. Sven told them lies about the strength of the renegade gang. They can only get out of Vastervik on the Voltsvagn. They wouldn't, indeed couldn't, steal the boat, neither would they force Sven, Juggo or Karra into taking them home. They are trapped and have no choice other than to fight.

Profiles as Norse Berserkers, subject to **alcoholism** and **frenzy**. They are armed with swords and knives.

The Villagers. There are a total of 150 villagers left alive. They have standard human profiles. Only 40 are in any kind of condition

to fight. 30 of them are armed with just a sword and a shield, another 10 have a sword and a bow. The others are the very old, the very young and the sick. They would only fight to defend themselves if they are attacked and unable to run away. If they are caught they will fight with sticks, stones and farm tools, counted as improvised weapons.

Most players haven't got enough models to represent all the villagers. Try to find something to represent the fighting villagers - the warriors and archers. Non-combatant villagers can be represented using pieces of card cut to base sizes.

The Voltsvagn. Sven's boat plays an important part on the game. It's the only means of escape from Vastervik, Sven would hate to see it damaged or sunk.

The ship's hull is built of **solid timber** (toughness 7 wounds 5) whilst the superstructure is of **light wooden construction** (toughness 7 wounds 2 per section). The Hull counts as two building sections the **port side** and **starboard side**. Damage must be recorded on each. If either section is destroyed the ship is sunk.

The following each count as a single building section.

(A) Forward Hold. The whole of the boat's lowerdeck forward of the wheelhouse is hold. The hold is about 2m deep. It's large enough to have 20 villagers packed inside.

The hatches are **solid timber** doors. They are secured by bolts on both the upper and the lower sides.

Toughness 7 Wounds 2 Light Wooden. If destroyed the hold may not be used.

(B) Paddle wheels. Each is built of iron and cannot be damaged.

(C) Wheelhouse. Either Sven, Juggo or Karra must be in this room in order to move the boat.

The doors are **solid timber** with bolts on the inside. The windows are fitted with hinged, wooden, **solid timber** shutters. The shutters are fitted with narrow vision or firing slots. They have bolts on the inside.

Toughness 7 Wounds 2 Light Wooden Flammable. If destroyed the boat cannot move.

(D) Cabin. As many as 10 villagers can be packed into this room. This doesn't leave enough room for any of them to fight, not even to defend themselves.

The windows are mere archery slots. The door is **re-enforced** with a bolt fitted on the inside.

Toughness 7 Wounds 2 Light Wooden Flammable.

(E) Funnel. Iron. Cannot be destroyed.

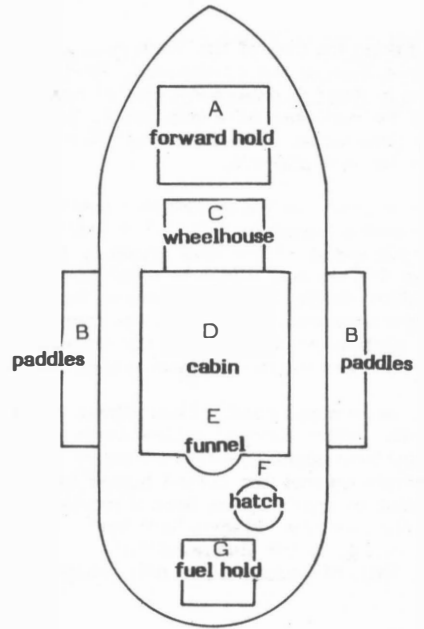
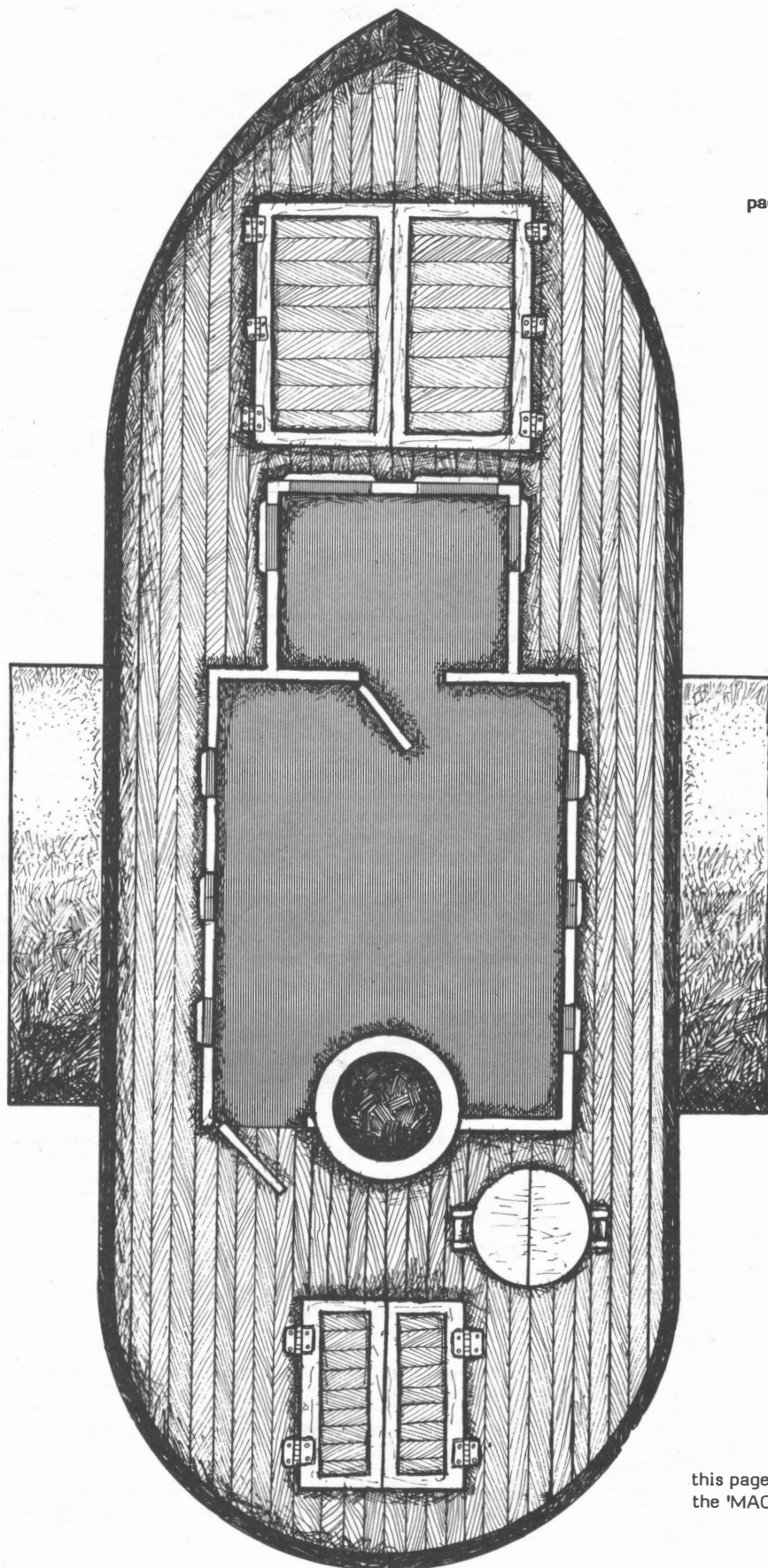
(F) Hatch to Stoking Room. The hatch leads down to the tiny stoking room, somebody must be here at all times to keep the furnace going. The hatch is **re-enforced** with a bolt on the lower side.

Toughness 7 Wounds 2 Light Wooden. If destroyed the boat cannot move.

(G) Fuel hold The hatches are **solid timber** and pad-locked. The hold contains several tons of fuel wood.

Toughness 7 Wounds 2 Light Wooden Flammable.

If Sven stations one or two villagers in the stoking room the vessel will be ready to move off. Otherwise it takes 30 turns to build up a head of steam. Either Sven, Juggo or Karra must be aboard if the vessel is to be moved.



Voltsvagn

this page may be cut out or photocopied for use with the 'MAGNIFICANT SVEN' scenario

GURGL GREENWAKE'S GANG

The player taking the part of the Slann renegades should not know anything about Sven or the adventurers. Obviously the player will know that he is about to enter some sort of conflict, but this could realistically be expected of a cut-throat, jungle-wise desperado like Gurggl Greenwake. The following information can be made available to the Gang player/s.

The Slann renegades are led by Gurggl Greenwake. He and all his gang have similar tales to tell. The peaceful lives of their ancestors have ended. They have grown up in a dangerous world where their friends and relatives have died in droves. Many suffered violent deaths in the successive decades of adventuring raiders. They have seen the remnants of their Empire rolled back to a tiny portion of its former territories. Now they find themselves outlawed and hunted down in their own homelands.

They are a determined band. Each nurses countless losses and bereavements. Mere survival makes them skilled and fearless killers. They have spent almost their entire lives engaged in hit-and-run warfare against the cursed human settlers. The village they are about to approach has been a regular source of food and captives in the past, the villagers have been too cowardly to fight, and have always given the Slann whatever, and whoever, they have demanded. That, of course, is the only reason they are still alive today.

Gurggl Greenwake. Gurggl's home village was looted and razed by settlers when he was still a child. His family fled into the jungle. Gurggl was abandoned, believed dead. He was found weeks later by a renegade gang led by Krikk Green-Sea-Slick. Krikk adopted Gurggl and brought him up as his own son. Gurggl grew to be tall, strong and mean. Krikk was slain by Norse adventurers almost two years ago and Gurggl succeeded him as the gang's chief.

Gurggl is a Slann **Major Hero**. He wears a Norse armoured coat affording an armour saving throw of 6. He carries a magical sword. The weapon's magical attributes are magical absorption, strength drain, and talking weapon.

Gurggl's Lieutenants. Gurggl has six Lieutenants, each is a Slann **Minor Hero**.

The Gang. The gang comprises of 70 Slann warriors. 30 have the Slann scythe (a type of spear), wear armour and carry a shield (5,6 save). 20 carry axes instead. The remaining 20 carry blowpipes. All have swords in addition. The gang are all highly experienced at jungle warfare, they can move through the jungle without penalty.

The gang may be organised into regiments of similarly equipped troops. Each regiment must be led by either Gurggl or one of his lieutenants.

Warhounds. The gang also includes 4 Slann trained Warhounds, these are fierce Hobhounds. There is a Slann handler for each hound.

THE GAME

PREPARATION

Sven arrives in Vastervik just three days before the expected arrival of the renegades. He's a skilled engineer and can supervise the construction of extra defences. Taking into account gathering and preparing materials, he has about 1000 man hours of work at his disposal. The following table summarises how these can be used.

Bolt throwing engine	500
Stone throwing engine	750
Trench 2m across and 2m deep.	12 per 2m length
Trench 2m across, 2m deep with sharpened stakes across the bottom	15 per 2m length
Concealed pit 2m across 2m deep with sharpened stakes at the bottom	30 per 2m length

Palisade 2m high with or without archery slots at 2m intervals

25 per 2m length

Bonfire big enough to burn all night and illuminate radius of 6"

10 each

Note that 2m is equivalent to one table inch.

DEPLOYMENT

Sven can deploy his troops anywhere he likes. He knows that the Slann usually approach from the position marked A on the map - although he cannot be sure that they will do so this time. The position of any hidden troops should be marked on a copy of the map and kept secret from the Slann player. If troops are stationed in the jungle there is a 5% chance per turn that they make a sound alerting all Slann within 8".

The game begins with the gang's approach to Vastervik. The renegades are supposed to be self-confident and are not expecting any real opposition. They must follow the sequence below until they are attacked or forewarned of an attack. They are forewarned if, for example, they see new fortifications, war engines, armed villagers or any of Sven's fighters.

The whole gang is marching along the trail in single file. Gurggl can decide the sequence but each regiment must be within 6" of the one in front. The Slann arrive on the table at the point marked 'A' on the map. After leaving the jungle they must keep moving towards the village. Leading troops may if they wish move at only half rate. This will allow the regiments to form up into lines.

The gang carries on towards the village and halts within 12" of it. One of Gurggl's lieutenants goes forwards and demands 23 hostages (a number sacred to the Slann on such occasions). If they aren't handed over Gurggl must send at least one regiment into Vastervik to fetch them.

RE-DEPLOYMENT

If Gurggl can retreat off-table he is free to regroup and attempt another attack. The village is completely surrounded by jungle. The Slann can move through it without penalty. Gurggl is free to send troops to any point on the edge of the jungle.

If the gang is split into groups they must be given orders to attack at a certain time or at a pre-arranged signal. There's a possibility of misjudgement as the Slann don't own watches. Time based orders should be written in moves - one move = roughly one minute for the purposes of this game. For each separate order the Gamesmaster secretly rolls two D6's, one counts as over-estimation the other as under-estimation. The total is the number of turns of misjudgement.

For example, a unit is ordered to "wait by the riverbank until turn 5. Then move out to attack the village". The gamesmaster rolls the dice for error. The 'plus' dice scores a 5, the 'minus' dice scores 1. The regiment is, therefore, 5-1 = 4 turns late. They don't start moving until turn 9.

Gurggl can also employ smoke signals. It takes 5 turns to make an adequate fire. Gurggl himself must supervise the sending of any signals. The signals are visible anywhere within 300". A fire can be used to send three different signals - 1, 2 or 3 smoke rings. These can be assigned different, pre-arranged meanings.

TACTICS

The GM might like to bear in mind the options available to the various players; although the players themselves should not have access to any of this information.

Sven Player. Sven knows where the renegades will approach from. He has several tactical options open these include:-

Reinforce Vastervik's fortifications. Concentrate almost all of the 'army' in its defence.

Ambush the renegades when they first arrive. Catch them in a cross-fire and force them to retreat or to make an over-hasty assault.

Load the 'Voltsvagn' up with villagers wait until the renegades approach Vastervik. Start shooting, if the assault cannot be stopped then run away.

Wait until the renegades approach Vastervik, start shooting and counter attack with troops hidden in the ruins of Cholulec.

Gurggl Player. At first Gurggl can only react to what Sven does. If his troops are already close to Vastervik when Sven chooses to attack he is faced with a choice between two options. He should try to get his troops off the table and re-group them for a well planned attack. If however a retreat looks like being a costly affair he could try to take Vastervik by storm. This is very hazardous but does settle the game surprisingly quickly.

If Gurggl can retreat and regroup he's got a much wider range of choices, some of those are outlined below:-

Harrass the defenders, pick off any outlying troops and try to sink the Voltsvagn.

Isolate the village. Probe the defences and attack through the weakest point.

Attack the village from several sides simultaneously.

Send troops underwater to make surprise attacks.

EXTRA RULES

The following rules cover situations likely to occur during the game.

Falling. Troops falling over the edge of a cliff suffer a single hit at D6 attack strength.

Jungle. Visibility in the jungle is reduced to 3". Troops within 3" of the edge can see and shoot out at normal ranges. From the outside they can only be seen if they shoot or move.

River Stream. The river flows at the rate of 2" per turn above the falls, 1" per turn below. This amount is deducted from the move allowances of troops moving against the stream. It is added if they are moving downstream. 'Stationary' or inert troops are moved downstream during movement.

Any model which comes within 4" of the fall itself is sucked under by the currents and hurled over the edge. They suffer a single hit with an attack strength of 1D4.

Swimming. Swimming Norse have a move allowance of 2. Swimming Slann have an allowance of 4 on the surface, 3 underwater. Those underwater must surface for breath at least once every 15 moves. Slann surfacing for breath are clearly visible to observers who are within 12" or on a higher elevation.

None of Svens troops are able to swim wearing armour. The slann can have up to 2 saving throw points worth and still swim normally. A close combat between a Slann and a human in the river is a foregone conclusion. The human loses four points of weaponskill. This reduces most troops to a level of zero in which case they cannot fight back.

Spiked Pits. Any model falling into a spiked pit suffers a D6 hits at attack strength 6. If more than half of a model's base is over a concealed pit the model falls in. Friendly troops who see this happen within 6" may stop. They must first move a half inch forwards to represent their reaction time.

Spiked trenches are clearly visible and there is no danger of anyone accidentally falling in. Troops forced back in close combat are pushed into the pit. Models can try to jump a 2m wide trench, they must first make a run up of at least 2". Roll a D6 for each model which tries this. If it scores a 2 or more they made the jump. If the die scores a 1 they fall onto the spikes.

VICTORY

Each player keeps a record of his victory points tally. The tally is adjusted in certain circumstances and fluctuates with the player's fortunes. At the end of the game, each player updates the tally and the scores are compared. Players with positive tallies ie 1 or more are 'Winners'. Players with 0 or less are losers. The player with the highest positive score is the outright winner. If all the players have got negative scores the game is a draw. The player with the least negative points can claim a 'winning draw'.

TWO PLAYER GAME

One player plays Sven Haslefriesian, the other Gurggl Greenwake.

Sven Player

The people of Vastervik would like to keep their village and see the renegades annihilated. Sven is still somewhat intoxicated with the prospect of adventure. The victory points schedule reflects these contradictory viewpoints. It is thus possible for Sven himself to be killed while his side actually wins. Alternatively he could beat the renegades off and still lose.

Casualties

Sven	-4
Sven's Heroes (each)	-2
Berserkers & fighting villagers	- $\frac{1}{2}$
Non-combatant villagers	- $\frac{1}{4}$

Gurggl	+2
Slann Lieutenants	+1
Other Slann	+ $\frac{1}{4}$

Hostages

Each hostage handed over	- $\frac{1}{2}$
Each hostage otherwise taken	- $\frac{1}{2}$

Others

Renegades beaten off	+4
Vastervik burned	-1
Vastervik looted	-2
Each ten villagers evacuated	+1
Voltsvagn damaged	-1
Voltsvagn sunk	-3

Gurggl Player

Gurggl's objectives are much simpler. His gang must either take the hostages or inflict some kind of retribution. The gang would like to see the villagers humiliated by being forced to hand over the hostages. They would prefer to suffer as few casualties as possible.

Casualties

Gurggl	-3
Gurggl's Lieutenants	-1
Other renegades	- $\frac{1}{4}$

Sven	+2
Sven's heroes	+1
Other fighters	+ $\frac{1}{2}$
Non-combatant villagers	+1/8

Casualties caused by Gurggl himself count double

Hostages

Each hostage handed over	+1
Each hostage forcibly taken	+1 $\frac{1}{4}$

MULTI-PLAYER GAME

Any additional players can take the role of one of Sven's heroes or Gurggl's lieutenants. Sven's heroes have complicated, unique motives so we provided a victory schedule for each one. It is important to note that casualties are only counted if the player's own character inflicts them. Neither Sven's heroes nor Gurggl's Lieutenants receive points for other players' 'kills'.

Juggo Joriksonn. Juggo, like Sven, would prefer to be somewhere else. He too is fighting because of a shaky sense of duty. He knows how to operate the 'Voltsvagn' but is honour bound not to desert Sven

Kills Gurggl	+2
Kills Lieutenant	+1
Other Kills	+ $\frac{1}{2}$
Juggo survives	+2
Juggo killed	-2
Sven killed	-2
Karra killed	-2
Svens side wins	+1
Some (any) villagers are saved	+2
Taking the Voltsvagn without Sven's consent	-4

Karra Lakota. Karra wasn't given any choice about going to Vastervik. She is an Amazon and is largely indifferent to Vastervik's fate. Karra is complaining bitterly at the high handed way she was involved in this conflict. She does not, however, want to seem an utter coward. She is also fond of Sven and would like to impress Riolta. Like Juggo, she knows how to sail the 'Voltsvagn.

Kills Gurggl	+2
Kills Lieutenant	+1
Other renegade kills	+½
Karra survives	+3
Karra killed	-2
Sven's side wins	+1
Sven killed	-1
Riolta Killed	-2
Taking the Voltsvagn without Sven's consent	-2

Aygar Mistleaine. Aygar has come to Vastervik to prove himself. While he has not exactly got a death wish, he is surprisingly unconcerned for his own safety.

Kills Gurggl	+3
Kills lieutenant	+1
Other renegade kills	+½
Slaying less than 8 Slann	-2
Aygar killed	-½
Aygar survives	+½
Sven's side wins	+1

Riolta Snow. Riolta is seeking an adventure, something she can tell the 'folks back home'. She enjoys life and, in particular, being rich.

Kills Gurggl	+4
Kills lieutenant	+1
Other renegade kills	+½
Riolta survives	+2
Riolta killed	-3
Sven's side wins	+2
Sven's side loses	-2

Raidocks Timmowit. Raidocks merely wishes to make a good account of himself and to be regarded as a hero. His life as a failure is miserable, he's prepared to die in order to redeem himself.

Kills Gurggl	+4
Kills lieutenant	+2
Other renegade kills	+½
Raidocks survives	+1
Raidocks killed	-1
Sven's side wins	+1
Sven's side loses	-1

Karl Ustracutter. Ustracutter was in his day one of Lustria's greatest fighters. He's an egotist and wishes to prove that he is 'better' than anyone else. He's old and knows that this may just be his last chance.

Kills Gurggl	+2
Kills lieutenant	+½
Other renegade kills	+¼
Causing more combat kills than any other character.	+2
Karl survives	+1
Karl is killed	-1
Sven's side wins	+2
Sven's side loses	-2

Gurggl's Lieutenants. Gurggl's gang are very loyal. They have a much greater interest in co-operating than most of Sven's followers. There is however still some potential for treachery and back stabbing. Should Gurggl be killed the player representing him may nominate his chosen successor.

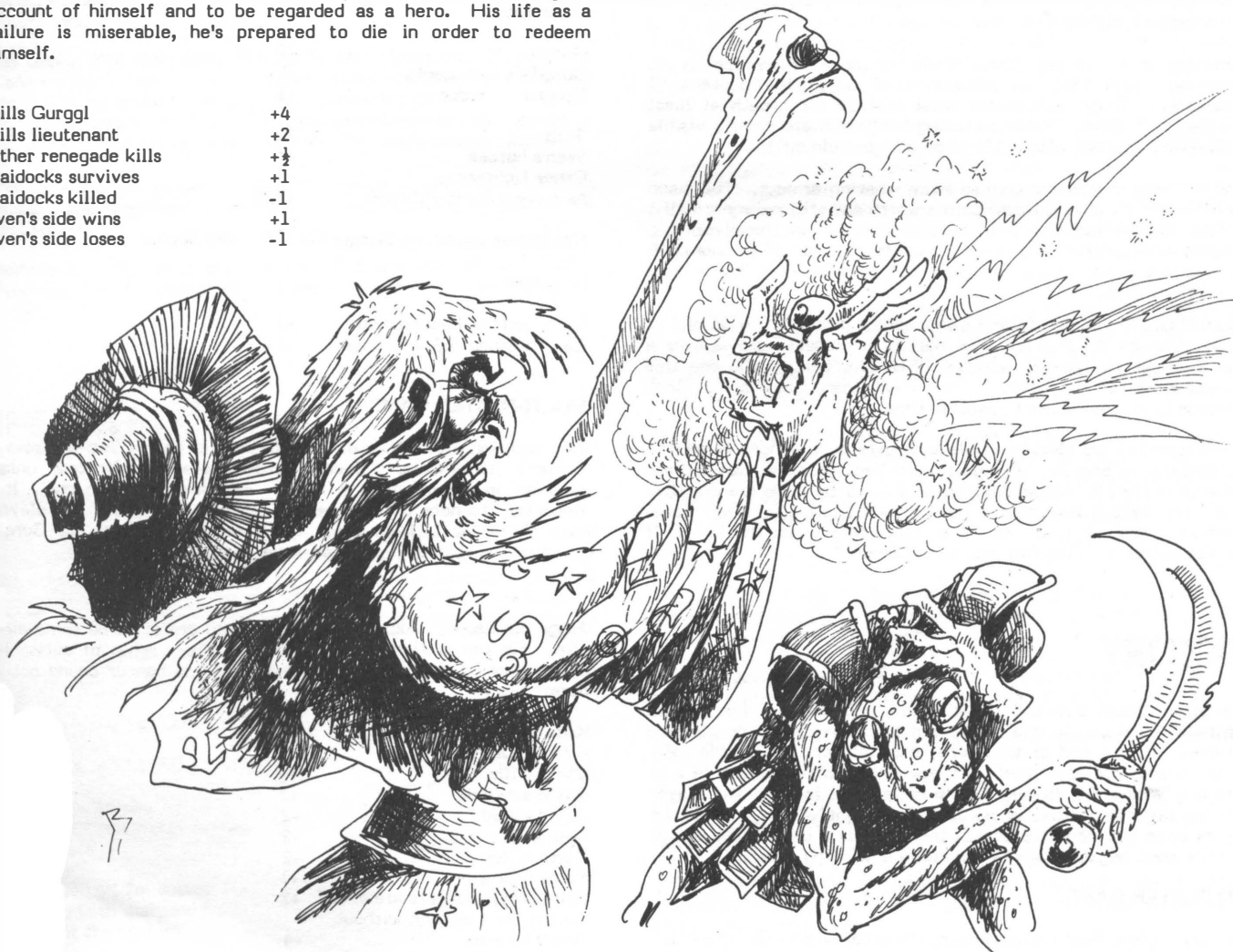
All the lieutenants have the same victory points schedule.

Kill Sven	+3
Kill Sven's heroes (each)	+2
Other fighters killed	+½
Surviving	+2
Killed	-2
Gurggl's side wins	+3
Gurggl's side loses	-3

If you are the leader of the gang at the end of the game. +4

Each regiment under your command which suffers more than 50% casualties -1

Each hostage you personally captured (maximum of 6) +½



If the GM is running The Magnificent Sven with a number of players he will find this sheet useful. It may also prove helpful in further Warhammer games. Copy or photocopy this page at least once for each player, it is a good idea to have a few spare sheets. Before the game begins, copy down onto a separate sheet the profiles and other details of the character/s or troops to be controlled by each player. For example, the player taking the part of Riolta Snow would receive the sheet with just her profile and details. The player now has a handy ready reference sheet for his/her own use. This method also keeps the various players in the dark about their enemy's abilities and numbers.



Character/Troops	Fighting Characteristics								Personal Characteristics			
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP



WEAPONS	Modifiers where appropriate (see Combat - Weapons)



ARMOUR/SHIELD	D6 saving throw



VICTORY SCHEDULE	CURRENT VICTORY POINTS TALLY



NOTES/EQUIPMENT/SPECIAL PSYCHOLOGY ETC



THE MAGNIFICENT SVEN

WARHAMMER CARDBOARD CHARACTERS

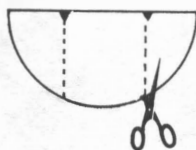
How To Assemble Your Cardboard Characters



The Magnificent Sven Cardboard Characters provide you with a selection of full-colour figures with which to play the Warhammer adventure.

- 1 Carefully cut out each figure following the white border and the outer edge of the green base.
- 2 Cut straight lines through the base on a line to the small triangles marked
- 3 Bend the two end sections of the base one way, and the middle section the other. Your figure will now be free standing.

Further rigidity can be achieved on your cut-out figure by gluing it to a round card base, coin or washer.



Some of the figures have not been coloured. This allows you to make multiple regiments of figures. This can be done by either photocopying or tracing the printed figure, and then gluing the copy onto thin card. The new figure can be coloured using either paints or coloured pencils. Additional Slann warrior types can be made up by gluing the extra weapons provided to the basic Slann warrior figure.

