

# Scenario 050 – Acid Rain

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as appeared in  
Pancreas Boy's Wyrdstone Shards  
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Stormy weather lately has been rumored to have traveled from the northern wastelands of chaos. The rain, they say, has had corrosive effects on metals and around this particular area of Mordheim. As the warbands converge on each other another shower of rain falls from the sky and the warriors have to decide whether it's worth continuing and risking their precious weapons and armor.

## **Terrain**

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'.

## **Setup**

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

## **Special Rules**

Acid Rain: The rain will fall constantly during the game. The corrosive effect of the rain could destroy warband member's equipment. Before each warbands' turn roll a D6, on a 4-6 the rain has worked quickly and destroyed a random warband members armor or weapon (work out which randomly). Only magical armor, weapons, or non-metallic equipment are immune to this effects. If a henchman loses a weapon it must be replaced to follow the rules of the henchmen and similar equipment after the battle.

## **Starting the Game**

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

## **Ending the Game**

The game ends when one warband fails a Rout test. The routing warband loses.

## **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 gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.