

# Scenario 157 - Bug Hunt!

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as appeared in Yahoo! Mordheim  
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Among the ruins of Mordheim, something dark and evil stalks the night, something not of this world. Entire warbands have been found torn limb from limb and eviscerated, what remains of their faces frozen in expressions of surprise and fear. Perhaps even more disturbing and sinister, some warbands have vanished completely, only splashes of blood and the remnants of torn clothing and bloody weapons left behind to tell the tale. There seems to be neither rhyme nor reason to the attacks; bands of all types have fallen prey, and the attacks are located in an otherwise unremarkable corner of the city. A large bounty has been promised to the warband that is able to bring in the beast behind the attacks, dead or alive.

## Terrain

Each player takes it in turn to place a piece of terrain. An area of 4' x 4' is suggested.

## Warbands

Players use the normal warband set-up rules.

## Special Rules

The Bugs: The creatures being sought by the warbands are, of course, Genestealers. They find D3+1 of them, with the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Genestealer	6	7	0	6	4	1	7	4	10

**Weapons/Armor**: Genestealers have powerful claws that they use as their primary weapons. While this creatures wear no armor, they have a tough chitin hide (see *Tough and Crunchy* below.)

## Special Rules:

- *Fear*: Genestealers are fearsome and terrible creatures. They cause *Fear*.
- *Inhuman*: Genestealers are fearless fighters with neither compassion nor mercy. They are *Immune to Psychology* and never test for fighting *All Alone*.
- *Tough and Crunchy*: Genestealers are protected by a thick hide of chitin. They receive a 4+ save against all non-magical attacks.
- *Blinding Speed*: Genestealers move and attack with blinding speed. They possess both the *Lightning Reflexes* and the *Scale Sheer Surfaces* skills.

Bug Tactics: The Genestealers will enter the table from a randomly chosen table side. Their turn is performed before whichever player won the dice roll to go first. The Genestealers have one goal...wreak bloody havoc among the warbands. Though they will not withdraw until dead, if vastly outnumbered they will retreat and regroup, preferring to hit and run the warband members.

## Starting the Game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table.

### **Ending the Game**

When a Genestealer is slain, place a Loot marker next to the warband member who delivered the killing blow. This is the Genestealer's severed head, which must be delivered to the proper authorities in order to claim the bounty. If the model carrying the head is slain, the marker is dropped there until another model spends a close combat action picking it up. The model carrying the head may not engage in close combat nor shoot. The model may not give the head to another model. The game ends when all the Genestealers are dead and their heads have been carried off the tabletop. The warband with the most heads is the winner. Note that there may be no clear winner in this scenario if the heads are evenly distributed.

### **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.
- +1 For putting a Genestealer Out Of Action: Any Hero that puts a Genestealer Out Of Action gets a bonus +1 Experience.

### **The Reward**

The grateful authorities award a warband 5D6 gc for each Genestealer head. For a warband that brings back ALL the Genestealer heads, there is a 50 gc bonus.

### **Aftermath**

After the battle, there is a special complication that must be taken into account. When rolling for Henchmen and Heroes taken Out Of Action by a Genestealer, use the following procedure. On a roll of 1 for Henchmen or 61 for Heroes, the model has been infected by the geneseed of the Genestealer. He will leave the band permanently along with all of his equipment and disappear into the shadows of Mordheim to find others like himself, for where else could the missing warbands be but in some dark corner serving as slaves for other pureblood Genestealers, for some diabolical plan....?