

# Scenario 051 – Catch Me If You Can

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as appeared in  
Pancreas Boy's Wyrdstone Shards  
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A warband has bumped into another after chasing a mystical glowing hood through the narrow streets. Both warbands immediately struggle for the ownership of the magical garment.

## **Terrain**

Each player takes it in turn to place a piece of terrain set up within an area roughly 4' x 4'. The hood begins in the center of the board.

## **Setup**

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

## **Special Rules**

The Glowing Hood: The hood is non-other than the Executioner's Hood (as found in the Mordheim Rulebook pg. 100, reproduced below for convenience) and is blowing around the board. Before all players turns, the hood will blow D6" in a random direction (use scatter dice), if a 1 is rolled the hood will drop 3" in height (not going below ground height), if a 6 is rolled the hood rises 3" in height to a total of 9".

## **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.
- +2 Capturing the Executioner's Hood: Any hero earns +2 XP for capturing the Executioner's Hood.

## **The Prize**

Executioner's Hood: Recovered from a shipwrecked Dark Elf vessel, this hood carries evil glowing runes which fill the wearer with unreasoning rage.

A warrior wearing this becomes subject to and always will be *frenzied* even if he is Knocked Down or Stunned. He also adds +1 to his Strength in close combat, such is the power of his fury. The wearer never leaves combat under any circumstances, and will always attack opponents in base contact until they are taken out of action. If there are any Knocked Down or Stunned models within the wearer's charge range at the beginning of his turn, he will charge and attack the closest one, even if they are members of his own warband! Fight the hand-to-hand combat until one of the warriors is taken Out Of Action.