



Cutthroat Den

You head towards Mordheim, and the settlement of Cutthroat Den appears upon the smoky horizon. All of your senses seem overwhelmed by the tastes and smells that assault you while carried upon the breeze. You direct your men to fan-out so that you can find a suitable place to bunker down for the night in preparation for the trials of Mordheim.

Terrain:

This is Cutthroat Den. Buildings are numerous and crowd the street. Alleyways are more common than proper roads and it is nearly impossible for more than two men to stand side-by-side whilst walking.

Setup:

Six markers are placed throughout the city. Label these 1-6. Each player must roll a dice. Highest roll rolls again, deploying half of his warband within 9" of the marker of like-number. Continue clockwise until all have both halves of their warbands deployed. You cannot have your entire warband around a single marker. After all warbands are set up, roll a D6 and add your leaders Initiative. Highest roll goes first.

Special Rules:

Is this for rent?:

You are here to find a suitable place for your warband to stay while searching the ruins of Mordheim. Any humanoid member of a warband may search a dwelling to see if it stacks up to the high standards set by the warband leader. To inspect a building the model must spend one uninterrupted turn inside. Once completed, you are able to make a claim on the property.

I don't see your name on it:

A model may remove a rival claim on any property by spending two uninterrupted turns within the dwelling. This being done, remove the rival's marking and place your own.

Fighting:

Did you honestly expect to find some special rules about fighting here? It's Cutthroat Den for pity sake! Kill everyone, and let the gods sort them out!

Ending the Game:

The game ends when all warbands but one have failed their rout tests or all of the buildings have been claimed. Warbands who rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may decide to share the spoils of victory or fight on until there is only one remaining on the field. Should all buildings be claimed, the warband with the most claims wins.

Experience:

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

+1 Winning Leader: The Leader of the Warband who won the scenario gains +1xp.

+1 Per Enemy Out of Action: A Hero earns +1 Experience for each enemy he puts *Out of Action*.

+1 Staking a Claim: Any Hero who claims a building gains +1 Experience.

+2 Stealing a Claim: Any Hero who steals a claimed building gains +2 Experience.

Bonus/Penalty:

Queen of Kislev: You have lost contact with your employer. There are no rewards/penalties for this game.

Black Hand: You have lost contact with your employer. There are no rewards/penalties for this game.