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Pancreas Boy's Wyrdstone Shards

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## Scenario 070 – The Day After

One warband's Hero has gone missing after last night's celebration of a successful week in the streets of Mordheim. He may have had one too many beverages and was seen wandering down one of the darkened alleys. Everyone knows they should stick together and a hunt to bring him back is on, before trouble hunts him.

### **Terrain**

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

### **Setup**

Each player rolls a dice. Whoever rolls highest is the warband with the missing hero. They randomly choose a hero who is placed in the centre of the board and then they deploy within 8" of the table edge. The attackers deploy opposite and 8" from their table edge.

### **Special Rules**

**The Oblivious Drunk:** The intoxicated Hero is oblivious to the trouble he is in and will randomly stroll the streets until he is found. Until then, his movement is worked out by rolling a D6 and halving it. Use a scatter die, or any other alternative method, to determine the direction that the Hero will move. If he comes into contact with an enemy he will fight at -1WS, -1BS and -1I. He will charge (his full movement) and shoot if in range of an enemy with the penalties described.

Alcoholic Anonymous, How May I help You?: Once found by his own warband, the strolling Hero will be rushed off the board with one of his own warband members. In order to do this, both figures must be in base to base contact and can move at full speed.

### **Starting the Game**

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

### **Ending the Game**

The game ends if a warband fails a rout test, in which case the routing warband loses or the missing warband member is taken off the board by one of his own warband members, thus winning the game.

### **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 Rescuing the Missing Hero: Any Hero or Henchman group that rescues the missing Hero receives +1 Experience.