

Scenario 167 - The Day of the Dinosaur

By Jeff Hogg,
as appeared in
[Yahoo! Mordheim](#)
eGroup.
Transcribed Peter Ward
Edited by The
Mordheimer.

Of all the odd battles fought in the Heights District of Mordheim, The Day of the Dinosaur was definitely one of the strangest. Up on the Heights a tall plinth of strange bone fragments had appeared in the night. The various spell casters awoke that morning manic and excited, feeling the strength of a powerful spell that centered on the plinth. The fortune hunters surrounding the city would have ignored it had they not seen the boats setting out from the Temple Rock of the Sisters of Sigmar. And as the sun reached it's mid morning post, the forces converged on the plinth. No one knew what they were looking for, but they all felt that the presence of the others confirmed that there was something valuable worth fighting for.

Pre-Play Setup

One player should be selected as the Host. If no one wants to volunteer to be the Host the Player with the highest Warband Rating is the Host. The Host is functionally the referee and will make final decisions for the scenario if the players cannot come to an agreement over any issue. The Host will also control the movement of any Saurus that have no other objective. The Host's does not play this scenario. The Host's Warband will not receive experience after this scenario. The Host may roll for wyrdstone but does not qualify as the winner for any purpose in the post game sequence.

The Host should place the plinth at the center of the table, and the jungle terrain in a circular area roughly 6" away from the plinth, and centered on the plinth.

If there are more players than there are deployment areas on the table, place two sewer grates in the interior of the table. They should be roughly centered between the table edges and the plinth. This will allow up to eight warbands to play, as well as the host. If there are still more players than deployment areas then one or two players could be selected to help the host. Give the right of first refusal to the lowest warband rating. Extra Bits required for play:

- A large Plinth like object to represent the center of the Saurus Co-location area and some jungle plants marking the outside of the area.
- 10 Saurus Discovery Markers.
- A selection of Lizardman units including the following:
 - 1 Skink Champion riding a Cold One
 - 1 Skink Shaman
 - 2 Skink Hoppers
 - 2 Saurus Totem Warriors
 - 7 Skink Braves with bows
 - 3 Skink Braves javelins
 - 5 Saurus Braves with Shields and Axes
 - 4 Saurus Braves with Shields and Sickles
 - 5 Saurus Braves with Shields and Spiked Clubs
 - 2 Saurus Braves with Shields and Spears
 - 2 Kroxigors
 - 3 Lizards on 3 standard 20mm square bases

- (OPTIONAL) A couple of sewer grates to be used as additional deployment areas for Skaven on a big table if there are more players than deployment zones.

Terrain

Each player takes it in turn to place a piece of terrain. A 4' by 6' table should be used. Once all the terrain is placed, the Host should place the 10 Saurus Discovery Markers. The Markers should not be placed in deployment zones. The Markers should be placed in the center of buildings, and on the upper floors if possible. Buildings should not contain more than one marker. If there are more markers than buildings, the remaining markers should be placed next to structures original to Mordheim (like statues, fountains, etc.) and not barricades.

Setup

If there are any Skaven warbands, they must use the sewer grates as their first choice of deployment areas. The Skaven using the grates must set up first, in descending order based on their Warband Rating. Once the remaining normal deployment area is equal to the number of players, the players set up as normal, in descending Warband Rating. Once all of the Players have deployed, the Host may deploy the following in circle surrounding the Bone Plinth.

- 1 Cold One Rider
- 4 Skink Braves with bows and poisoned arrows
- 2 Saurus with Axes and Shields
- 2 Saurus with Sickles and Shields
- 2 Saurus with Spiked Clubs and Shields
- 1 Kroxigor

Special Rules

Following the Close Combat Phase of each player's turn, check to see if any player has a model within 1" of any of the Saurus Discovery Markers. If this is the case, the player may take the marker and hold it till the beginning of the Host's turn. During the Recovery Phase of the Host's turn each Player MUST turn in their Discovery Markers. The Hero or Henchmen that was closest to the marker earns an experience point. Note that each Hero or Henchmen can only earn one experience point during this scenario.

After a Player turns in a Saurus Discovery Marker, the player rolls on the table below. Each entry can occur once. If a duplicate is rolled, the player then rolls a second dice. If the result is high, add to the initial roll until a result that hasn't occurred yet is indicated. If the result is low, subtract until a fresh occurrence is indicated. Note that many of the table's results are listed twice, but the occurrence can still only happen once. After the players have turned in their Markers, the Host must turn his in. The Host rolls as normal, but if the FINAL result indicates that models should be placed, the Host does not place the models and the result doesn't occur. This way the Host has an equal chance to find the Plaque without glutting the table.

EXAMPLE: The Host turns in a Marker and rolls a 4. Group Two is already on the table so the Host rolls a High/Low die to determine whether he or she should be adding or subtracting from the initial roll. The High/Low roll is a 2 so the Host subtracts from the initial roll. Group One is not in play so the result of 3 is valid, but

the host doesn't place the models and the Discovery Phase is over. If a player later rolls a result that indicates that Group One enters play, then Group One is placed as instructed in the Result section of the table. If Group One was also in play, then the Host would continue to subtract indicating a result of 1. The host would have found the Plaque.

2D6	Result
2	The Warband has found the Plaque of The Comet.
3	Group One leaps out of hiding and attacks.
4	Group Two leaps out of hiding and attacks.
5	Group Three leaps out of hiding and attacks.
6	Group Four leaps out of hiding and attacks.
7	Group Five leaps out of hiding and attacks.
8	Group Four leaps out of hiding and attacks.
9	Group Three leaps out of hiding and attacks.
10	Group Two leaps out of hiding and attacks.
11	Group One leaps out of hiding and attacks.
12	The Warband has found the Plaque of The Comet.

- The Warband has found the Plaque of The Comet: Once this result occurs the scenario is coming to a close. The Hero or Henchman that found the Saurus Discovery Marker has found what everyone is looking for. The Plaque is solid gold and very heavy. The warrior carrying it has its M reduced by half (round up), and will drop it immediately if entering close combat. If two warriors share the load then they can do so without penalty. Once this result is rolled the Host may begin removing any remaining Saurus Discovery Markers. The Host may roll for each marker as normal and place the remaining elements of the Saurus force as indicated. Note that the Saurus forces are placed at the marker just removed and NOT the marker that caused the Plaque to be found.

Once the Discover Phase is complete the Host can take his turn as normal. The Host may pursue any strategy that he or she wants, but should keep in mind that the victory conditions for the Lizardmen center on recovering the Plaque. The Host may move to take Saurus Discovery Markers.

- Group One leaps out of hiding and attacks: Group One includes 2 Saurus Braves armed with sickles and shields, 1 Kroxigor with a 2-Handed weapon, and is led by a Skink Priest. The Skink Priest has the Sacred Marking Mark of the Old Ones and has knows the spells Tinci's Rage and Chotec's Wrath. Place all these models inside the building or within 4" of the Hero or Henchman that found the Saurus Discovery Marker if it was not placed in a building. The Host should make an effort to place the models as if they have come out of hiding.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skink Priest	6	3	4	3	3	1	5	1	8

The Mark of the Old Ones: This is the greatest mark a Lizardman can be born with, for these Albinos are destined for greatness in the eyes of their gods and other

Lizardmen. The Hero may change one of his failed dice rolls into a successful one; this mark may only be used once per battle and only on actions that the Hero is making himself. You may use this mark on a failed Rout test if you wish.

Tinci's Rage: A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follow the rules for Frenzy, in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is Stunned or is taken Out Of Action. At the beginning of the his next turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wishes to attempt to recast it on another model later in the shooting phase. Difficulty 8

Chotec's Wrath: A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However, add +1 to the Strength and +1 to the roll on the injury table if the model is wearing armor like light armor, heavy armor, Ithilmar armor or Gromril armor. Difficulty 8

- Group Two leaps out of hiding and attacks: Group Two includes 3 Skink Braves with bows and poisoned arrows and is led by a Skink Hopper. This Skink Hopper has no Sacred Markings, but he is a good tactical thinker and an excellent archer with a BS of 4. Place all these models as a group with line of sight on the Hero or Henchman that found the Saurus Discovery Marker. They may be as far as 16" away and should all be less than an inch apart. The Host should make an effort to place the models as if they have come out of hiding.
- Group Three leaps out of hiding and attacks: Group Three includes 3 Saurus Braves armed with axes and shields and 1 Saurus Totem Warrior who has the Sacred Marking Poisoned Glands leads the Group. Place all these models inside the building or within 4" of the Hero or Henchman that found the Saurus Discovery Marker if it was not placed in a building. The Host should make an effort to place the models as if they have come out of hiding. Don't forget the Totem Warrior has been gifted with *poison glands* that produce a deadly poison. He may choose to make any number of attacks with his teeth instead of his weapons; these attacks are treated just like a Saurus bite attack. These attacks are at +1 Save modifier and no extra saving throw penalty for Strength apply, however add +1 to the roll on the Injury table.
- Group Four leaps out of hiding and attacks: Group Four includes 1 Saurus Brave armed with a club and shield as well as two Saurus Braves armed with spears and shields. A Saurus Totem Warrior who has the Sacred Marking Oversized Jaws leads the Group. Place all these models inside the building or within 4" of the Hero or Henchman that found the Saurus Discovery Marker if it was not placed in a building. The Host should make an effort to place the models as if they have come out of hiding.

Profile	M	WS	BS	S	T	W	I	A	Ld
Saurus Brave	4	3	0	4	4	1	1	1+1	8
Totem Warrior	4	4	0	4	4	1	2	1+2	8

Oversized Jaws: The Saurus has been granted the addition of powerful neck muscles and oversized jaws, even greater than those of a normal Saurus. The Hero may make his bite attack at +1 Strength. (Saurus Only)

- Group Five leaps out of hiding and attacks: Group Five includes 3 Skink Braves with spears and javelins and is led by a Skink Hopper. The Skink Hopper has the Sacred Marking *Call of Chotek* and has summoned 3 lizards to aid in the combat. Place all these models inside the building or within 4" of the Hero or Henchman that found the Saurus Discovery Marker if it was not placed in a building. The Host should make an effort to place the models as if they have come out of hiding.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skink Hopper	6	2	3	3	2	1	4	1	6
Skink Braves	6	2	3	3	2	1	4	1	6
Lizard	4	2	-	1	2	1	4	1	4

Starting the Game

Each player should roll off to determine who goes first. Play proceeds clockwise from the first player. If the special setup rules for Skaven are used, their turns follow the warbands on the table edge. The Host's Turn is always last.

Ending the Game

The scenario ends when the Host moves the Plaque to the Plinth, or one of the player Warbands moves the Plinth off the table. If all the players' Warbands rout then the Lizardmen gain the Plaque. The Lizardmen are on a Holy Mission and will not rout.

Experience

- +1 Winning Leader: The leader of the winning warband gains +1 Experience.
- +1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.
- +1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.
- +1 For Finding Discovery Markers: Any Hero or Henchmen Group that found any number of Discovery Markers earns +1 Experience. A Hero or Henchman Group can earn only ONE point in this manner.

The Plaque of the Comet

The Leader of the Warband that steals away with the Plaque is caught, unaware, in the middle of the following night. The Plaque has no magic left in it and is nothing more than a valuable sacred object. The Skink Shaman offers the services of one of the Skink Hoppers in trade for the Plaque. The Plaque is worth 75 gold based on its weight, and once rumors of the non-magical nature of the plaque are discovered, the Plaque's value is based on its weight. The Player can choose to sell the Plaque or take on the Skink Hopper as a Hired Sword. Witch Hunters and Sisters of Sigmar must surrender the Plaque to their superiors, earning the gold value.