

Scenario 054 – Downpour

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as appeared in
Pancreas Boy's Wyrdstone Shards
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Torrential rains have been bucketing down over the past few days and those of sound mind would be best to stay indoors. Alas for these warbands, they are not so lucky. On a chance meeting the warbands clash in the soaked streets of Mordheim.

Terrain

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

Setup

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

Special Rules

Poor Visibility: Due to heavy rains, all warband members' line of sight is reduced to 12".

Slippery When Wet: Any running could result in some slippery acrobatics; therefore any warrior attempting to run must roll on a D6. A roll of 1 will see the warrior land head over heels and on his face, thus becoming Knocked Down. This is done before the warrior is moved thus the run must be announced first. This running rule also counts for any charges.

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.