

Scenario 071 – The Earth Trembles

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as appeared in
Pancreas Boy's Wyrdstone Shards

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An insane warlock is causing mayhem from his nearby tower. Once a great wizard, this mage has succumbed to the effects of Mordheim and the warbands have stepped into his domain just as he has another destructive episode.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'. Place a wizard's tower in the centre of the board.

Setup

All players roll a D6 and whoever rolls highest chooses which warband to set up.

Special Rules

Warlock's Attacks: Each even numbered turn, the warlock will emerge from the top floor of his tower to cast one of his most nasty spells on the land he has grown to hate. The spell causes the ground to split apart and open up great bottomless crevasses. Each time the warlock casts this spell choose a random table edge, then roll 4D6. This will be how far in inches the crevice starts along that table edge. Then from the opposite table edge roll another 4D6 and this will be where the crevice ends. From these two points, on each opposing table edge, will be the gap for the crevice being 2" in width.

The Crevices: Any model within 1" of the crevice, when it appears must roll against their initiative. Any model attempting to cross the gap must roll for Jumping Over Gaps, as in the Mordheim rulebook. Any failures will see the model fall down the crevice and be taken Out Of Action from the battle. The warrior will need to roll twice for their injuries after the game. Any buildings touched by the crevice will collapse as in the Burning Building rules (**MISSING REFERENCE**)

Stopping the Warlock: Each odd numbered turn, the warlock will re-enter his tower and be out of Line Of Sight to models not in the same room as him. Thus the only way to stop the crazed spells is to kill the crazed mage. The warlock has the stats of a Hired Sword warlock but he only knows one spell.

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. 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 For Killing the Warlock: Any Hero earns +2 experience for killing the warlock.