

Scenario 058 – Gas, Gas, Gas

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as appeared in
Pancreas Boy's Wyrdstone Shards
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The pipelines and sewer systems have exploded into the streets where a surprised set of warbands have decided to pitch a fight.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'.

Setup

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

Special Rules

Toxic Gas: This whole region of Mordheim has been particular disrepair for far too long. The pipelines have finally exploded after gas buildup pushed the cities old pipe works to the limit. Toxic fumes now filter through the streets making it hard to concentrate, therefore any shooting over half range are subject to a -2 modifier instead of the usual -1.

Exploding Ground: Additionally, after everyone's turn a small explosion will erupt from the streets, roll 3D6" from one table edge and then roll another 3D6" from an adjacent table edge to see where the explosion emits. The explosion is 2" in radius and causes a S3 hit with -1 modifier to armor.

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.