



Little House

Heading ever west, you notice that the dense woodlands begin to thin. Markings of civilization greet your every step, from worn cart-paths to sawn-down trees. All that is missing is the odd frontiersman, axe in hand and hound by his side. Your stomach growls and reminds you that it has been several hours since your last serving of trail-bread, that stale and rock-like substance you have been living off of since your escape from Danzig's Dungeon. Your heart skips a beat at the scent of roasting pig from up ahead...

Terrain:

There is a small village amidst the trees here. There should be no less than six buildings upon the table.

Setup:

Each player must roll a dice. Highest roll decides deployment zone. After all warbands are set up, roll a D6 and add your leaders Initiative. Highest roll goes first.

Special Rules:

Little House:

By all appearances, this is simply a normal hamlet nestled in the loving embrace of the surrounding woods. The only thing off is the lack of people. Smoke rises lazily from chimneys, lights flicker from behind curtains, but no trace of anyone can be seen. This definitely warrants a closer look. A model may search a house if it spends one uninterrupted turn within it. While inside, the model may perform no other action but searching. If an enemy model is within 2" of the house, a proper search is impossible as the unit prepares for the inevitable attack. Upon the completion of a proper search, roll 2D6. On a result of 10+, you have found what you were looking for.

Scary Prairie:

Between the deprived events and creatures witnessed within Danzig's abode and your insatiable hunger for whatever is cooking (or even remotely edible) within the nearby homes, a model *must* move towards the hamlet's center square, where a large pig is

still roasting on a spit. Should a model not move, it must take a *Leadership* Test. For every turn that it stays immobile, it will suffer a -1 penalty to this test. A failed test forces the model to *Run* towards the Pig Roast, regardless of nearby enemies or whatever else it was doing prior to the failed test. The model may stop running after passing a successful *Leadership* test.

The Pig:

Nothing brings folks together like good food. Should a model be within 2" of the roasting pig, it must pass a *Leadership* test with a -2 penalty. If failed, the model will immediately disregard its surroundings and dig in, regardless of who is around. Even those locked in mortal combat may succumb to the temptation of the porcine flesh! A model will do nothing else but eat until a *Leadership* test is passed (with the same modifier), but will still defend itself if attacked. Ranged attacks against one who is eating will suffer a -3 modifier as even the Archers don't want to run the risk of spoiling the pig with an ill-placed shot. (-1 *Cover*, -2 *Nerves*)

Ending the Game:

The game ends when all warbands but one have failed their rout tests. Warbands who rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may decide to share the spoils of victory or fight on until there is only one remaining on the field.

Experience:

+1 Survives: If a Hero or a Henchman group survives they gain +1 Experience.

+1 Winning Leader: The Leader of the Warband who won the scenario gains +1xp.

+1 Per Enemy Out of Action: A Hero earns +1 Experience for each enemy he puts *Out of Action*.

+1 Tasting the Pig: Any model who tasted pig gains +1 Experience.

+1 For finding what you were looking for: The model that first completes a successful search gains +1 Experience.

Bonus/Penalty:

Queen of Kislev: You have lost contact with your employer. There are no rewards/penalties for this game.

Black Hand: You have lost contact with your employer. There are no rewards/penalties for this game.

What you were looking for:

You find a middle-aged boy hiding under a bed. He tells you that all of the towns men banded together and went off to Mordheim to search for pieces of the twin-tailed comet that smashed the city into ruin. That was more than three weeks ago, and no word has returned of their fate. As such, the towns women left after them. Armed with what meager weapons the men left behind, they struck out to discover what had happened to their husbands, fathers and sons. This whelp stayed behind to protect the village from animals while the other few that remained went out to gather more wood for fire. You notice a shiny item sitting atop the mantle of the hearth, and decide to bring it along. Roll on an Artifact table of your choice. (Sylvania, Minor Artifact of Lustria, or Traditional from Rulebook.)