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Scenario 179 - Living Treasure

Your warband has been foraging throughout the city for weeks, managing to scrape up enough treasure to carry them on. But lately, the treasure has not been so good, and times are drawing near when food is scarce and the members of your warband are hungry and longing for some wealth. Just when patience seems to be on the verge of breaking, you get a hint of a rumor. A lone traveler seemingly scared beyond belief, stumbles into the Crooked Tooth Tavern, frantic about his whereabouts. Once settled, he only mutters incoherently. Most ignore this man, thinking that the streets and the wyrdstone have taken their affect on him, turning him into another of the mindless souls of this dreaded city.

Then he says something that gets the attention of all. So much treasure...but I couldn't carry it...jewels...weapons...gold...Wyrdstone!"

Gathering around, the patrons ask for more info, of its whereabouts, what treasure there was left, but he doesn't seem to notice you all, just sitting there, nervous, frantic, and shuddering. "That damn street is a deathtrap...Gorgon's Way...they hide there...everyone is doomed!" He glances at the doorway; eyes wide open, screams at the top of his lungs, and falls to the ground dead... fallen to the frightening of this dreaded city of Mordheim.

Terrain

As per normal rules of deployment for terrain. Additionally, there are 3 counters per warband. Counters may be in the shape of treasure chests, as this would help more. They are to be placed at least six inches away from each other, and at least 12" from the table edge.

Setup

Once all terrain and counters have been placed, each player roll one D6, with the highest rolling player choosing his side first, continuing to the next highest until all warbands are deployed.

Special Rules

The main objective of this game is to get to the counters, check if there is any treasure left, and then get the treasure off the board. Each counter represents a Treasure Chest, with available riches inside. Unfortunately, they are locked and no keys are present. To search the chest, you must spend one round prying it open. You cannot move to a chest and try to pry it open in the same round. You must spend your whole round prying it open. Strength checks to see if you manage to pry it open. Any model may try and pry the chest open, including Hired Swords, Henchmen and Heroes. If you pass a Strength check, then roll another D6. On a roll of 5-6, you have managed to find a treasure chest with contents. You must now get it off the board to claim its contents. On a roll of 3-4, the treasure chest has already been plundered, and there is nothing of value inside. On a roll of 1-2, things are not as you have perceived. While trying to pry open the treasure chest, you can feel some power within. It is the familiar power of Wyrdstone! Unluckily for you though, the Wyrdstone has managed to fuse itself with the treasure chest, causing it to come alive. Hideous fangs and claws appear, as the chest comes to life! Treat the Living

Treasure as an enemy with the same stats as a Warhound but it now has 2 attacks! The Living Treasure attacks the nearest model. This means it will attack unrelentingly, having no idea of friend and foe. If a Living Treasure is killed, then the Wyrdstone is freed, and must be taken off the board to be claimed. Living Treasure will move to the nearest model, if it cannot charge or attack anyone. It is very territorial and will move towards the nearest model.

Starting the Game

A D6 is rolled by each player and the highest rolling player goes first, with the turn then proceeding clockwise.

Ending the Game

The game ends when all the counters have been checked and any treasure has been taken off the board, OR there is only one warband left standing, at which time they may elect to stay and search the remaining treasure chests (if any), with a -1 to all D6 rolls for searching the chests. Remember that the game can end with more than one warband still standing, if all the treasure has been removed from the board.

Experience

+1 Winning Leader: The leader of the last warband standing gains +1 Experience. If all treasure has been removed and more than one warband is left standing, then no experience is awarded.

+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. Includes Living Treasure Enemies.

+1 Per Treasure Recovered: Any Hero or Henchman Group that removes a piece of treasure from the board earns +1 Experience. Treasure Chest or Wyrdstone – Can not gain this Experience if you searched the treasure AFTER all other warbands have routed!