

## Scenario 063 – Locksmith

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One of the banks of Mordheim's happier days has been rediscovered in the area. Along with it has been found a safe, still intact and still very much locked. The warbands have each found trinkets in their time wandering the streets and have in their possession many keys that may come in handy one day. Maybe this day is that day!

### Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a building in the centre of the board. This is the bank. Place a counter inside the bank, representing the safe.

### Setup

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

### Special Rules

Opening The Safe: One figure in each warband will be carrying a set of keys on a chain. This set of keys can be passed onto another model, but only once per turn. The set of keys can be used to try and open the safe if the model ends their turn in base to base contact with the safe. Roll a D6 on the following table (Halflings get +1 modifier):

D6	Results
1	A magical bond over the safe knocks the warrior off his feet and he becomes <i>Stunned</i> .
2	An enormous old guard dog (stats of a Warhound) leaps from behind the safe, and charges the model.
3	A spring-loaded dagger shoots out of the safe, automatically hitting the model, doing ST 3 damage (with an armor bonus of +1 as a dagger gives normally.)
4	A click from a mechanism inside is heard and a dart fires automatically hitting the model, doing ST2 damage.
5-6	Hooray! The safe opens and the warrior finds the chest. The warrior can carry the chest with one arm. The safe is now open and thus this chart cannot be rolled on for the rest of the game.

The Treasure: The winner discovers the chest holds 6D6 gc and a Mordheim Map.

### Starting the Game

Both players roll a D6. The highest scoring player takes the first turn.

### Ending the Game

When one warband gets the chest to safety, or a warband fails a Rout test, the game ends. The victorious warband then gains the chest.

### 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.