

The Lost Chest

The last survivor of an ill-fated Marienburger warband stumbled out of the ruins of stricken Mordheim this morning, and told how he and his mates had found a magically locked treasure chest – shortly before a Skaven band sprang an ambush. With his last breath, the Marienburger gasped out a description of the neighborhood where he and his doomed friends found, and then hastily re-hid, the chest before attempting to break out of the skaven trap. The Marienburgers lost the running fight with the evil rat abominations, but it is possible the chest remains undiscovered by the victors. For most who have heard the tale, the “Lost Chest” could be anywhere in the city, but a few captains have recognized landmarks in the dying man’s description, and have an idea where to start looking...

The “Lost Chest” scenario can be played by two players, but it is primarily intended for larger numbers of warbands. All of the warbands in the game have previously partially explored the section of Mordheim where the chest has been hidden, and have some knowledge of the area.

Set up. Blah blah blah. The players will need a number of counters to mark possible locations of the Lost Chest: three counters for each player, plus one additional counter. Players also need duplicates of these counters. Players roll to determine the order that they will place the first set of counters on the table. The first player places a counter, and then the second player places a counter, etc., until all of the players have placed three counters and the first player has placed a fourth counter. These counters must be in a building, or some sort of enclosure. Counters must be at least 10 inches from the edge of the board, and they must be at least 10 inches apart from any other counters. The duplicate counters are placed in an opaque container (hat, coffee cup etc.). Before rolling to determine the order of placement for the warbands, each player draws three of the duplicate counters from the cup. These counters will tell each player three locations where the Lost Chest will *not* be found, since its actual location will be determined by the last counter left in the cup after all of the players have drawn their three counters (the warbands have all partially searched this neighborhood before).

Players follow the standard rules for setting up warbands and determining the order of play.

Searching a location. If one or more members of a warband ends the movement phase in a location with a counter and are within four inches of the counter, the player can roll to search the building at the end of the his or her turn. The base chance for the search to succeed is 1 in 6 per warrior searching the location (i.e. in the building/site and within four inches of the counter). If only one warrior is searching, then the search will succeed on a roll of 6+, while three warriors would successfully search a location on a 4+. If the search is unsuccessful, the location may be searched by the same warband again in a subsequent turn, with a +1 to the search roll (and a +2 on the third turn of searching, etc.).

Note that the number and the identity of a warband's warriors searching a location may vary from turn to turn, as their captain sends them to different locations or has them defending against or attacking rival warbands. Such changes do not penalize the searchers: at the end of the turn, a player totals the number of his or her warriors searching a location, and adds any modifiers for previous searches of the same location conducted by the warband, and rolls to determine if the search is successful.

Obviously, a warband can search more than one location a turn, although no single warrior can search more than one location a turn.

A warrior in hand-to-hand combat, or within six inches of an enemy model, cannot search.

If the search roll is successful then the player who secretly holds the other counter for that location must reveal the counter, demonstrating that the Lost Chest is not at that location. If no player has the counter for the site, then the searching player has found the Lost Chest. Players should check the last counter in the cup to insure that it corresponds to the counter at the site just searched. (If it doesn't, then a player failed to reveal that he or she had the counter for the searched location; all of the inattentive player's warriors are taken *out of action*, and the game ends. Assign experience points as normal – 1 for each survivor and 1 for each character who took an enemy out of action).

Removing the Lost Chest: Now that the Chest has been located, to end the game a warband must remove it from the board. The Chest is quite heavy, bug and awkward, and securely locked. Players should use model to depict the Lost Chest – the one that comes in the basic Mordheim box serves nicely. It can be carried as follows:

A single warrior with 4+ strength can carry the chest his/her full movement, but cannot run. Place the Chest behind the model, touching its base.

A warrior strength 3 or less can drag the chest at half the warrior's normal movement rate, and cannot run. Place the Chest behind the model, touching its base.

Two warriors of strength 2+ can carry the Chest at the normal movement rate of the slowest of the two warriors. They cannot run. The two models should be placed base-to-Chest-to-base while they are carrying the Chest.

The Chest can be dragged behind a mount. The mount moves at its normal movement rate, but cannot run. Place the Chest behind the model, touching its base.

If a model dragging the Chest moves off of the board, then the Chest has been removed.

The game ends once the chest has been successfully removed from the table, or when all bands except one have routed.

Experience:

+1 for surviving

+1 per enemy taken out of action

+1 for the winning captain (the captain of the band that removes the chest from the board or the Captain of the last remaining warband if no band successfully carries the Chest off of the board before the game ends).

+1 for the searcher (or one of the searchers of the player's choice) who found the Chest

+1 for the warrior or warriors (maximum of two) who actually carried the Chest model off of the board. If the game ends because of routing before the Chest is carried off, no models receive this bonus experience.

Loot: All warbands take their normal search rolls after the game ends. Additionally, the player whose warband possesses the Chest at the end of the game may roll to see what the Chest contains:

Automatic 4d6 gold

4+ d6 gems worth 5 gold each

5+ Brace of dueling pistols

5+ Lucky Charm

5+ Rabbit's Foot