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Scenario 065 – Mortality

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Each warband has wandered into a cursed area of Mordheim. The leader of each warband suddenly takes a turn for the worst and begins to age shockingly fast before his fellow members. Rumor has it that a nearby well has great healing qualities and if drunk from could heal each warbands leader's pain. The race against time begins.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a well in the center of the board.

Setup

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

Special Rules

The Curse: Each turn, the leader will need to take an auto hit, S4 damage (no armor save). But instead of losing a wound, the leader will lose 1T. If the leader is reduced to 0T he is automatically Out Of Action and will roll multiple injuries on the injuries table. By spending one full turn in base to base contact with the well, the leader of each warband can remove the curse and continue on as normal. After the game the leader will recover his normal T stat, as the effect will eventually wear off.

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.

+1 For Leader Recovering: Any leader recovering at the well gets +1 Experience.