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as appeared in
Pancreas Boy's Wyrdstone Shards

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Scenario 066 – Multiply

Once again another melee erupts in the streets of Mordheim. But not everything is as simple as it seems. From within the streets comes a scream of pain, bellowing from what seems to be a huge creature.

Terrain

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

Setup

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

Special Rules

Spawning Season!: Some huge, bloated, spawn creature; deformed and mutated from too much exposure to Wyrdstone has decide to collapse in the center building. Tiny spawn creatures have started to crawl out of the creatures skin and wreak havoc in the streets. Nothing can stop the spawn creature birthing; the mother spawn creature is too big and is protected by its tough blubbery skin.

After each game turn roll a D6, this many spawn creatures will appear from the center building, each moving in a random direction for 2xD6". In subsequent turns they will move 2D6" towards the closest warband member, until they engage in hand to hand. The spawn creatures have the stats of a Squigs (ignoring the stupidity rules), modified and detailed below for convenience:

Little Spawns

M	WS	BS	S	T	W	I	A	Ld
2D6	4	0	4	3	1	4	1	5

Weapons/Armor: The Little Spawns attack with their tinny, yet incredibly shard, teeth and claws.

Special Rules:

- Movement:* The Little Spawns do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving the Little Spawns, roll 2D6 for the distance they move. The Little Spawns never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

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.