



Pocket Change

SCENARIO FOR MORDHEIM & EMPIRE IN FLAMES

As you continue along the path to your destination, you come across a grisly discovery. A band of Marienburgers lay, dead and dying, amongst the rubble of their once-hideout. Huge footprints mar the soft soil, with some disastrous results to those who had been standing there when they were made. Coughing blood, one half-crushed mercenary beckons you over. "Treasure," he gasps, "was taken. Beware the Giant..."

You have no choice. The call of a Marienburger hoard is simply too irresistible. It does not take long for you to find where the Giant went, as it obviously fears nothing. You come across it, slumbering in a field. Two chests stuffed with gold gleam in the evenings light, while a puffed sack dangles from the Giants belt. Well, you think to yourself, there is no time like the present.

Terrain:

A fairly open tabletop is needed for this scenario. A central building should represent the Giants makeshift tent. Hedges, trees and low brush should occupy the outlying areas.

Setup:

Each player must roll a dice. Highest roll decides deployment zone. After all warbands are set up, roll a D6 and add your leaders Initiative. Highest roll goes first.

The Giant:

This behemoth is fresh from the field of battle. Blood is splattered up from its feet, and insignificant scratches mar its ankles and calves. It is resting now, but will wake up if any of the following conditions are met:

*If there is any close combat within 8"

*Spells are cast or have an effect within 8"

*Blackpowder weapons are fired within 12"

When the Giant awakens, he will immediately charge the nearest model.

M WS BS S T W I A Ld

6 5 2 6 6 5 4 3 8

Weapons & Armor:

Club, Stone Hammer, Toughened Leathers (AC 5), Throwing Stones (10" R, S6, -2AS)

Special Rules:

**Hard to Kill:* The Giant is a resilient individual, and can only be taken out on a Natural 6 on the Injury Table. Treat a 1-3 as *Knocked Down* and 4-5 as *Stunned*.

**Hard Head:* The Giant ignores the *Concussion* Special rule for Club weapons.

**Fear:* The Giant causes *Fear*.

**Large Target:* The Giant is a Large Target.

**Hidden:* The Giant starts the game *Hidden* inside his tent. You cannot target him (or his tent) unless he is awakened.

Stealing the Treasures:

A model may attempt to steal a Treasure Chest from the Tent by moving into base to base contact with it and rolling an Initiative test. Failure results in a noise loud enough to wake the Giant. To take the sac of coins from the belt, the model must make an Initiative test at -1. A model carrying a chest moves at half-rate. Two models may move as normal (but may not run). The sac of gold simply prevents one model from running; if two carry it, they may run as per normal.

Starting the Game:

Each player rolls, and adds his leaders Initiative. Highest goes first, with turns proceeding in a clockwise fashion.

Ending the Game:

The game ends when all warbands but one have failed their rout tests. Warbands who rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may decide to share the spoils of victory or fight on until there is only one remaining on the field. If the Giant is slain, then the winning

warband/s receive what is left of his treasure, even if they are not in base to base contact with it. If the Giant is alive when the last warband routs, then the winning warband receives nothing and is forced to flee.

Experience:

+1 Survives: If a Hero or a Henchman group survives they gain +1 Experience.

+1 Winning Leader: The Leader of the Warband who won the scenario gains +1xp.

+1 Per Enemy Out of Action: A Hero earns +1 Experience for each enemy he puts out of action.

+1 For a Chest: A Hero or Henchman group who takes a chest off of the table receives +1 Experience.

+2 For killing the Giant: The Hero or Henchman group that lands the killing blow receives +2 Experience.

+2 For getting the Sac: A Hero or Henchman group who takes the sac off of the table receives +2 Experience.

Reward:

Roll on the table below to see the contents of the chests and the sac.

Item	Result on D6
Treasure Chest	
3D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	4+
D3 Gems worth 10gc each	5+
Mordheim Map	3+
Light Armour	4+
Lucky Charm	3+
D3 Crossbow Pistols	5+
Bag of Gold	
1D6 x 10 gold crowns	Automatic
D3 Gems worth 10gc each	5+

Note: You are now close to the border of Sylvania. Items found upon the Sylvanian charts are available. Please note that you will still have to find the items as per their rarity rolls on the appropriate charts.

