

The Rat Race

In Wyche a Number of Rats are Somewhat Messily Dispatched

As several excited warbands are closing in on a building known to contain a pile of loot, a number of giant rats are observed leaving the building at speed. A warband captain, reaching the door first, sees to his horror a particularly vile specimen swallowing the last of his warband's richly deserved reward. "They've eaten our treasure lads! After them!" he unwisely screams. And... they're off!

terrain

Setup terrain as usual on a 4x6 board.

setup / warbands

Each player rolls a d3. Add the results to determine the number of Giant Rats attempting to flee the area with full stomachs. The rat deployment zone is a one foot wide by three foot long area occupying the middle of the board. Each player takes turns placing rats in this area, at least four inches away from other rats. Rats should not be placed on upper levels of buildings. Warbands are setup based on multiplayer setup rules in Chaos on the Streets.

starting the game

Each player rolls a d6. The player rolling highest has the first turn with play proceeding clockwise. The Giant Rats will have a turn after all player turns are completed.

special rules

Giant Rats

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	3	3	1	4	1	4

It's gonna break left! No, right!

The rats run crazily at 12" in a random direction. If a move brings them in base contact with a model, consider the model charged. They will go up ladders and ramps but not climb. If they cross a table edge they are removed from play. Due to their crazed movement they are at an additional -1 to hit with ranged weapons.

Almost had it!

The rats are slippery devils. A model that comes into base contact with an unengaged Giant Rat on a charge must make an initiative check, or the rat slips away (move the rat 2" directly away out of combat). If the slip moves into base contact with another model, consider them in combat but neither model counts as charging.



Sir, are they supposed to have two heads?

The first time a rat model is successfully charged, the owner of the charging model rolls a d6. On a 4+, the charged rat suddenly mutates into even more of an abomination:

Abominable Rats

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	4	2	4	2	4

Is that part of a wagon wheel?

Once a rat is taken out of action, it's corpse may be gutted by a lucky warrior and searched for loot. A model must be in base contact with the corpse for one movement phase. At the end of that movement phase the loot is (messily) obtained. All abominable rats will have eaten a shard. (use Wyrdestone Hunt scenario rules for getting a shard off the table). Other rats will contain:

1 = Helmet, 2 = Lantern, 3 = Rope and Hook, 4 = Lucky Charm, 5 = Rabbit's Foot, 6 = 4-24 g.c.

ending the game

The game ends when all the rats are either off the table or have been, um, "examined". The winning warband is the unrouted warband that searched through the most rat guts for loot (they deserve it).

experience

- +1 **Survives.**
- +1 **Winning Leader**
- +1 **Per Enemy Out of Action**
- +1 **Per Wyrdestone Shard** (Hero and Henchmen)