



Rebellion Brewing

SCENARIO FOR MORDHEIM & EMPIRE IN FLAMES

With the coffers of the Ice Queen open and backroom deals being offered by the dreaded Black Hand Assassins Guild, warbands flock to Kislev to enter into service. Much needs to be accomplished in the coming months, and for those with the guile to take them, many riches to be had. Move and do the bidding of your superiors, but be wary... there are those who would stop you to further their own ends!

The town of Ultengrad lies only two days travel from Kislev. The populace there has long been discontent with the conscription of their young men into the defense of the Realm against the Chaos in the northern stretches. Rumors abound that there is a Rebellion brewing. The Queen wishes it crushed; any question in regards to her power must be met with brutal consequences. The Black Hand simply wishes the resources they know must be there. Whatever your allegiance, there is gold to be had. Move towards Ultengrad with all haste.

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.

Looting a Building:

A Hero that spends an entire turn within a building doing nothing else but stealing things or searching for signs of the Rebellion counts as having looted said building and may gain experience as noted below. A Hero must be undisturbed during his looting; no other model may be within the building during the looting. Any interruption forces the Hero to spend an additional turn within the building.

Members of the Revolution:

As soon as a warrior from any warband approaches within 8" of a building, place

D3+2 members of the Revolution outside of the building, no closer than within 5" of the warrior. The members of the Revolution move in their own turn, which takes place after all the warbands have moved. They will charge anyone within range. Otherwise they will move so that they are always within 5" of their building, and shoot at any viable targets.

Members of the Revolution

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	2	1	6

Fanatical: Members of the Revolution know that their time has come. There is no turning back now that death has knocked upon their very door. Members of the Revolution automatically pass any Leadership-based test.

Equipment: Each Member of the Revolution is armed with a Club, torch and a sling.

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 Looting: A Hero who successfully loots a building gains +1 Experience.

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