



## SCENARIO FOR MORDHEIM & EMPIRE IN FLAMES

What is left of the Rebellion has holed itself up in a large building towards the center of Gurdan. With the modified black powder out of their hands, the Strelsti are left powerless, and are forced to employ an unfamiliar weapon; crossbows. They sit now, waiting to be brought to justice, intent on taking down as many as they are able before they are brought before the Queen.

The round-up of the rebels is a lucrative proposition. A bounty has been placed on each rebels head, making the city of Gurdan an instant hotbed of mercenary activity. Quick action must be taken if you are to gain any gold this day.

### **Terrain:**

A tall building should be the center piece of the table. There should be a “dead zone” of approximately 6-8” around it. From then on, the table should be dense buildings and debris; the fighting has taken its toll upon this section of Gurdan and with the massive barrel explosions, rubble is everywhere.

### **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.

### **Rebels:**

The rebels have sought refuge in this abandoned building. They know that their time is short, but they are dedicated to their cause and will harm anyone who chooses to come after them for their crimes against the Empire. The rebel Strelsti are located on the top floor of the building, and will shoot at anyone they can! At the end of each warbands turn, D6 crossbow bolts will fire out of random windows. Each bolt will be directed at a different target if at all possible. The shots are made with a Ballistic Skill of 3, and are subject to all modifiers (range, cover, etc). Of course, the rebel Strelsti must be able to draw a Line of Sight to their targets from the building, and no warband may enter the building while the game is

in-play.

### **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. As soon as there is a clear winner, the rebels give up. They are turned into the authorities for 5+1D6gc per head (roll separately for each captured rebel to represent their varying importance to the Rebellion) and there are 6+1 rebel for each warband playing (so if four warbands are playing, there are 10 rebels). The winning warband collects what is left of the rebels supplies; 6 crossbows, D3+1 swords and D6 maces.

### **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 Grazed by rebels:** A Hero who has been wounded by the rebels gains +1 experience.

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

**+1 Hold them back:** A Hero who clears the “dead zone” that surrounds the building to bar a door or window gains 1 experience. The Hero must spend one full round in contact with the building, and cannot be shot at by the rebels during that time.