



# Camp Assault

*Scenario Competition runner-up*

**By Ben Brissenden**

After a successful day's hunting, one Warband returns to their camp on the outside of Mordheim to revel in the spoils of their victories - and drink themselves senseless. However, another, less-successful Warband has followed them, and when the moon is hidden and the fires dying, they make their move to distribute the wealth more equally...

## TERRAIN

The set-up should consist of a few ruined buildings representing the outskirts of Mordheim. The camp, consisting of perhaps more ruins, tents and importantly 2-3 campfires, should be set up around 24" away from the ruins. The ground between Mordheim and the camp should be littered with ample cover, such as broken carts, rubble, and long-dead trees.

## WARBANDS

Each player rolls a dice. The highest scorer can choose between being the attackers or the - I'll call them defenders, since 'Campers' doesn't quite seem right. The defenders must split their Warband into two halves.



## ABOUT THE AUTHOR

Ben Brissenden is a Mordheim gamer of some repute, he is known as Forgotmytea on the forums.

## SPECIAL RULES

Half of the Warband, including the leader, sit round the fires in the camp eating/drinking/kicking the gobbos/re-animating the zombies/whatever it is your Warband does in its free time. Importantly, there are 6 Wyrdstone counters in possession of the attackers. Each counter must be assigned to a model, who is carrying it. If there are not enough models to carry the counters, then spare Wyrdstone is left by the campfires, and can be collected by anyone when the alarm is raised. The other half are stationed as guards (who got the short straw!) around the camp, at least 8" away from their drunken companions, and at least 5" away from another guard. At the start of the game, only the guards in the defender's Warband can move, and cannot stray more than 10" from the campfires. As soon as one of the attackers moves within 8" of a guard, make an initiative test for the guard. If passed, he spots the attackers, shouting a warning and rousing his comrades - the rest of the defenders can now act. If failed, he simply shakes his head, probably thinking something along the lines of, "I knew I shouldn't have drunk the wine when eating that cheese", and must test again next turn (providing the attacker is still within 8").

The attackers are aiming to steal as many shards of Wyrdstone as possible! Each time an attacker takes a defender out of action who is carrying a Wyrdstone counter, the attacker collects the counter. However, the attacker must then get to the outskirts of Mordheim (where a hidden chest/helper is waiting). There s/he will deposit the Wyrdstone, and can head back into the fray!

## STARTING THE GAME

The attackers have the first turn.

## ENDING THE GAME

The game ends when either:

- The attackers have been routed.
- The attackers have stolen at least 4 Wyrdstone shards and got them back to the outskirts of Mordheim.

## EXPERIENCE

**+1 Survives** if a hero or henchmen group survives, 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 takes out of action.

**+1 Wyrdstone Counter** any attacker gets a Wyrdstone shard to the outskirts, and any defender who is still in possession of a Wyrdstone shard at the end of the game gains +1 experience.