



Signed, Sealed, Delivered

Finally you see the small hamlet of Grundleburg. It is here that you are to receive your reward for rescuing this whelp, a supposed heir to the duchy of Stirland. No matter, it will do you and your men good to have some civilization surrounding you, instead of cursed woods and zombies!

Terrain:

Grundleburg is a rather dense town. Alleyways are more common than proper streets, and debris is everywhere. This is a rough village battered by the harsh Sylvanian conditions.

Setup:

If a warband had rolled and 'Found the Boy' last game, they automatically deploy in the middle of town. Otherwise, it is the warband with the highest rating that begins the game guarding the boy. Each remaining player must roll a dice. Highest roll decides deployment zone. After all warbands are set up, the defending warband goes first, and play proceeds clockwise. There are no roaming Zombie packs within Grundleburg. The local militia eliminates them far from the towns limits.

Guarding the boy:

The boy is a helpless twerp who relies upon you for protection. He is not armed, and will not fight anyone. A Guarding Model must be declared, and must remain in B2B contact with the boy at all times. This model is at -1M, and suffers a -1 to all 'To Hit' rolls as it is constantly concerned with the safety of this little snot. Should the Guarding Model be taken Out of Action, the model that struck the final blow may choose to take the boy. All penalties transfer to this new Guarding Model. Whichever warband that has the boy cannot be forced to rout; they will automatically pass their Leadership Test thanks to their overwhelming greed.

Grundleburg:

Grundleburg is a dangerous town, filled with those daft or desperate enough to make it home. Should any model go Out of Action in

Thulsten, they will be stripped of their belongs on a D6 roll of 5+. Furthermore, anyone robbed in this manner will be killed by their robbers for resisting on a further D6 roll of 1.

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.

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 Guarding the Boy: A Hero who ends the game acting as the Guarding Model gains an additional +1 Experience.

Returning the boy:

The warband is rewarded with a Sylvanian Artifact. If you roll an artifact that is already claimed, get 10D6gc instead.