



Scenario 2: street brawl



Turf wars are a common sight in the ruins of Mordheim. When multiple warbands compete for the same area, a chaotic all-out brawl can ensue, where alliances are quickly made and broken and bleeding bodies litter the street. Whichever warbands win the day will have a larger area to search for the precious wyrdstone.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

warbands

Players use the normal warband setup rules (see 'Setting up the warbands').

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or Henchman group survives the battle 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 puts *out of action*.



Players:	Aaron-Brettonians	Eric-Sisters of Sigmar
	Krysta-Carnival of Chaos	Norm-Norse
	Gary-Witch Hunters	James-Pit Fighters
	Stuart-Beastmen	Tom-Survivors of Strigos
	Becky-Amazonas	Terry-Pirates
Tables:	Eric, Tom, Becky, James & Aaron ; Table 1	
	Krysta, Norm, Gary, Stuart & Terry ; Table 2	
Winners:	Stuart-Beastmen	Eric-Sisters of Sigmar