

Swabbie's Home

The gold is gone, and so are the majority of your men. Having paid them in advance, your hired muscle has remained for the time being, waiting to see if the currency will continue to flow their way on this perilous journey. With what little you have left from your nightmare trip through Sylvania you hire on new recruits and continue to the west, away from Thulsten and towards more civilized lands within the Empire.

Terrain:

A river runs up one side of the board. A skiff is moored to a short dock. They are loading supplies on-board whilst off-loading booty taken from their recent travels. A small hamlet has formed here, most likely the homes of these thieves and pirates. Small huts and tents dominate the immediate area.

Setup:

Players may set up within 6" of a table edge, with the exception of the table edge that the river is on. There are 2 chests of booty on the docks for every warband present.

Pirates and Thieves:

Not expecting bands of reasonably armed warriors to wade into their presence, these men and women are ill-prepared for a fight. That does not mean that they will let their valuables go without one! The residents of this make-shift town will scramble and prepare to fight for the first three turns of the game. During this time, they are arming themselves and strapping on whatever armor they can find. They will not attack anyone unless provoked. After this three-turn preparation phase, they will actively attack their closest un-engaged model/s.

Profiles M WS BS S T W I A Ld

Pirates	4	4	4	3	4	1	4	2	8
Thieves	4	3	3	3	3	1	3	1	7

Weapons and Armor:

Each Pirate has a Sword, a shield and a bow. They count as wearing light armor, and as such have an Armor Save value of 4 while in close combat. Each Thief has a club, a dagger and a sling. There are 3 Pirates and 4 Thieves on the board for every warband. The

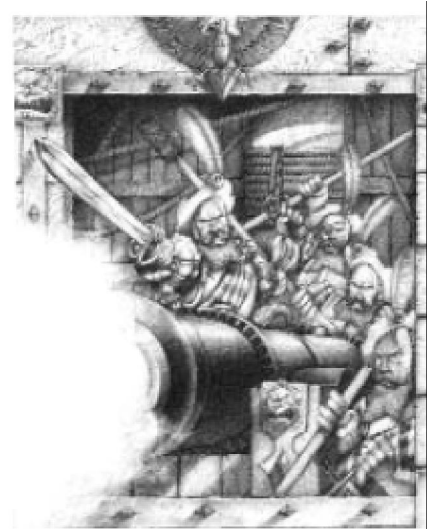
skiff is equipped with a single rapid-loading cannon which is able to fire a single S5 shot every turn. It has a maximum range of 24". It is manned by a Gunner who will not leave the ship and will only defend himself if attacked in close combat. The gunner does not count as a pirate already on the table.

Special Rules:

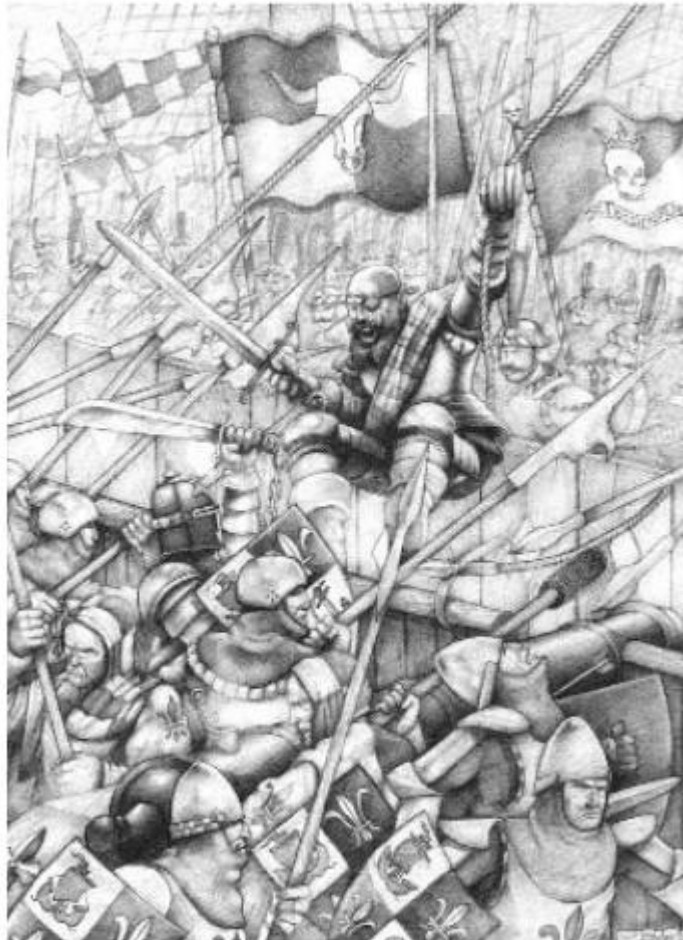
Fearless: These pirates and thieves are defending their wealth and their homes. Losing what little they have left is what they fear most.

Ready, Aim, FIRE!: Each warband must roll a D6 during the Pirates turn. The lowest roll represents the warband which has been targeted by the gunner upon the ship. The gunner will then target the most eligible target from the offending warband. If

there are no eligible targets (free of H2H combat and within range) that warband may elect a competitors warband as the new target. The gunner WILL fire at the last model to wound him with a ranged attack over all others, regardless of involvement in close combat, possibly allowing the warbands to forgo their rolling for this rule.



Booty: A model may pick up a chest by coming into B2B contact with it. If a model is knocked down or stunned, they will drop the chest. When carrying a chest, the model has the free use of only one hand, and may not shoot ranged weapons that require two hands nor cast spells/prayers. They may only fight one-handed and as such lose their off-hand attack or the benefit of a shield or buckler. Two-handed weapons become useless and must be exchanged for suitable weapon. A model may *guard* a stash of chests by having all chests in B2B contact, and being within 1" of the stash. This frees the model to use both hands and removes all of the above restrictions. Should an enemy model *also* be within 1" of the stash, the stash is no longer considered *guarded* and models would only claim the chest closest to them should the game end.



Models belonging to routing warbands may carrying off one chest with them as they flee.

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 having a chest: A hero earns +1 Experience for having a chest/guarding a stash when the game ends.

Bonus/Penalty:
Queen of Kislev: You have lost contact with your employer. There are no rewards/penalties for this game.

Black Hand: You have lost contact with your employer. There are no rewards/penalties for this game.

The Booty:

Roll 1D3 for each chest within your possession and compare the total of your roll to the table below.

01-05: 2D6 X 5gc

06-11: Gems worth 50gc

12-17: 3D6 X 5gc

18-24: 20gc and a Tome of Magic