

Werebeast Hunt

by Michael Yungbluth

Background

A localized area of Mordheim has had a few new residents move in. The werebeast have moved in to a part of Mordheim close to the outskirts. The problem with these new residents is that they been devouring people. With the assaults on the small villages around mordheim the villager and merchant have grown worried. So bounties have been placed on these beast and have attracted warbands interested in collecting the money. The warbands have tracked down these monsters to their den in Mordheim. unfortunately the moon has risen and the beast know the warbands are on the hunt.

Terrain

Can be set up how ever you like but you must have a ruin/building of some sort to be the werebeast den in the center.

Set up

Each warband sets up to eight inches from the table edge. The werebeast set up in their den up to 2" from each other. Roll to see who goes first. The werebeast go last.

Special Rules

The werebeast move as a pack (They try to stay with in 3" of each other). Werebeast run towards the closest model in their line of sight. If no model is in line of sight they move (Not run) in a random way a scatter dice points. The warbands are trying to take out of action as many of the werebeasts as they can while trying to stop the other warbands from doing so.

1- Werebeast pack leader

M6, WS5, BS0, S4, T4, W2, I5, A2, Ld9

Special- 5+ Armor Save unmodified, Leader Ability (Like Mercs.), causes Fear

1D3- Champions (For lack of a better name)

M5, WS4, BS0, S4, T4, W1, I4, A2, Ld8

Special- 5+ Armor Save, causes Fear

1D6- Hunters (Again for lack of a better name)

M5, WS4, BS0, S3, T3, W1, I4, A2, Ld8

Special- 6+ Armor Save

3D3- Minors (For lack of a better name yet again)

M5, WS3, BS0, S3, T3, W1, I4, A1, Ld7

Random what type of werebeast- Roll a D6 to see what type whole pack is

1- Wolf= M+1

2- Bear= S+1, I-1

- 3- Badger= M-1, T+1
- 4- Lizard= WS-1, Can climb up or over anything, Cold blooded
- 5- Tiger= WS+1, Ld-1, Climb over anything
- 6- Beast= Nothing

Once over half of the pack or the leader of the pack is put out of action the werebeast will attempt to flee. They will start running towards the nearest table edge (Even if it means they will separate and go different directions). They will only stop if something is within their charge range. They will charge that model.

Ending the game

The [game](#) will end when all werebeast have been put out of action or have fled the table, Or the warbands have routed.

Experience

- +1 for surviving
- +1 for the winning leader (Only if all werebeast are dead and you got the most)
- +1 for a hero for ever model he takes out of action
- +2 for any hero or henchmen group who take out the pack leader

Exploration

The warbands may explore if they killed all werebeast or they have fled.

Warbands are also paid for werebeast they slayed.

1D6 gc per every minor

2D6 gc per every hunter

3D6 gc per every champion

4D6+14 gc for the pack leader

Optional special (*Was not sure of this but want others opinion*)

Any player who killed the pack leader roll a D6. On a 1 nothing happens. on a roll of 2-5 you get a cloak like the wolf cloak that Middlehelms can have. On a 6 you get a shape changing cloak. This cloak counts like a wolf cloak but also has the special ability to transform. At the beginning of any of your turn you may attempt to shapeshift. Roll a Ld test. If you fail nothing happened. If you pass they you transform into a werebeast of the cloaks type. Every turn you must pass a Ld check to stay in the werebeast form. If you fail revert back to normal you may also revert back at the beginning of any of your turns. If he is wounded in any way then roll a D6, a 4+ he reverts back to his normal form. No equipment is used when in wereform but skills may be used. The weapons mystical meld into you when you transform.

Stats for wereform

M5, WS*, BS0, S*+1(Max. 6), T*, W*, I*+1(Max. 7), A*+1, Ld8

Plus any increases for what type of werebeast the cloak was made out of. This model causes fear in its wereform. *Witch Hunters and Sisters of Sigmar hate this model when in wereform.*