

## Scenarios

- The player with the lowest warband rating rolls on the Scenario table to determine which scenario is played.
- In two-player scenarios where attackers and defenders are defined, the player with the lowest warband rating chooses whether to be attacker or defender.
- In multiplayer scenarios where attackers and defenders are defined, the defender is the player whose warband has the highest rating. If more than one warband have the same highest rating, the defender will be the one among them whose warband includes the most models. If there is still a tie, roll a dice to determine who gets to be the defender. There is only ever one defender, all the other warbands are attackers.
- Starting with the player with the lowest warband rating, each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item on the table.
- Animals can not achieve victory conditions, such as looking for things, carrying things or reaching specified key areas.

### Deployment

- In scenarios where there is a defender, that player sets up his warband first. To determine who among the attacking warbands sets up next (or among all the warbands in a scenario without defined attackers and defenders), each player rolls a D6. The player with the highest roll sets up next and the remaining players set up in order of descending dice rolls.
- Roll for warriors with old battle wounds to see whether they can take part in the battle or not.
- The first player chooses the table edge he wants to set up on, and places all his warriors within 6" of it, his opponent then sets up within 6" of the opposite edge, unless the chosen scenario dictates otherwise (for games with more than two participants, additional warbands should continue to set up within 6" of the remaining table edges).
- All warriors must be deployed on ground level.

### Starting the game

- Each player should roll a D6 to determine who goes first, play proceeds clockwise around the table, unless the chosen scenario dictates otherwise.

### Ending the game

- The battle automatically ends when all the warbands but one have routed, leaving the remaining warband the winner unless the chosen scenario dictates otherwise.

### Experience

- Every hero and henchmen that survives the battle gain +1 experience (even if they go out of action).
- The leader of the winning warband gains +1 experience.
- A Hero earns +1 experience for each enemy he puts out of action.
- Henchmen and hired swords earn +1 experiences for each enemy Hero or Large creature they put out of action (a henchman group may not gain more than +1 experience per battle in this way).

## Scenario table

Roll 2D6:

2. Dragon Hunt
3. Lost in the fog
4. Stake-Out
5. Down at the Docks
6. The Middle Bridge
7. Choose one, or fight a skirmish battle.
8. Rat Race
9. Stagecoach Ambush
10. Defend the Find
11. Enter the Necromancer's Tower
12. —

## Stagecoach Ambush

### Terrain

The table should be divided into two halves by a road, at least 6" wide.

### Deployment

No warband can set up along the table edge at which the stagecoach begins. If four warbands are present, the first two should set up within 12" of the corners furthest from the where the stagecoach starts. The two remaining warbands should set up along the table edges parallel to the road, as normal, but no closer to an enemy than 12".

### Special Rules

The stagecoach and its guards start the game on the road, no more than 6" from the table edge. There will be two guardsmen accompanying the stagecoach, per attacking warband. The stagecoach retains its turn after the last player warband. Each turn, the stagecoach will move 7" forward along the road, unless there are models blocking the way. The guardsmen will accompany the coach, charging any warriors on the road in front of the stagecoach, trying to spread their attacks among all opponents in their way, but prioritising the closest one.

## Defend the Hind

### Terrain

The first building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

### Deployment

The defender is deployed first inside or within 6" of the objective building. Attacking warbands are deployed within 6" of any table edge. If only one attacking warband is present, they can split the warband to enter from different edges if they wish.

### Starting the game

The attacker has the first turn.

### Guardsmen

M	WS	BS	S	T	W	I	A	Ld
8	3	3	4	4	1	4	1	8

Weapons/Armour: Halberd, Light Armour

### Ending the game

If all the warbands but one have routed, and the coach guard are out of action, the stagecoach will surrender to the remaining warband, which is declared as winner. If the stagecoach leaves the table by the opposite edge it was facing when the game started, the game ends in a draw.

### Rewards

If a warband manages to capture the stagecoach, they receive two extra exploration dice, from its cargo.

### Ending the game

If at the end of the defender's turn, the attacker has more standing models inside the objective building than the defender, the attacker wins.

### Rewards

One extra exploration die for each Hero of either warband who is inside the objective building at the end of the game (up to a maximum of three dice per warband).

# Dragon Hunt

## Terrain

The first building should be a large, open ruin. This building should be placed in the centre of the table, and this is where the dragon's lair is located.

## Special rules

The dragon is young and fairly weak. In addition, a lifetime of living in caverns beneath the city has kept the creature from learning to use its wings, therefore it cannot fly. The dragon takes its turn after the last player warband.

The dragon will charge all models entering its lair if possible, but it will not leave its lair for any reason, though it will use its breath weapon against any model in range that it can see. It will always attack people inside its lair rather than people outside its lair, if given the choice. It will also try to include as many intruders as possible in its attacks. If these preferences leave the dragon with multiple viable targets, it will attack the closest one.

## Young Dragon

M	WS	BS	S	T	W	I	A	Ld
12	4	-	6	6	4	6	3	7

Weapons/Armour: Jaws, claws and a fiery breath!

Fear: Despite its smaller size and useless wings, the Young Dragon is still a fearsome opponent. It causes fear.

**Breath Weapon:** This attack is made in the Shooting phase, and may be made even if the Dragon is involved in close combat. Place the teardrop shaped template with the narrow end at the Dragon's mouth. Any models under the template will be hit by the flames. A model hit by flames takes a single S3 hit.

**Greedy:** The Dragon is far too greedy to abandon its hoard. It will automatically pass any test that could cause it to leave its lair.

**Staggered, but not down:** Any Knocked Down or Stunned result the Dragon receives will instead cause it to lose 1 Attack, until it recovers (during the Recovery phase of its next turn). Multiple knocked down results will cause it to lose multiple attacks in this way.

## Ending the game

When one warband is the only one to have any models within the monster's lair, and the monster has been put out of action, that warband is victorious.

## Experience

A warrior earns +1 Experience for each wound he inflicts on the Young Dragon (a henchman group may not gain more than +1 experience in this way).

If a warrior puts the Young Dragon out of action he receives +1 experience (this is in addition to any experience gained for wounding the Dragon).

## Rewards

One extra exploration die for each warrior (though not animals) of either warband who is inside the dragons den at the end of the game (up to a maximum of four dice per warband).

# Lost in the fog

## Deployment

The players take turns, deploying one model of choice at a time. For each model, randomize a square in a 3x3 grid, and place the model somewhere in that area on the battlefield. No model should be placed closer than 2" of another model.

## Starting the game

The attacker has the first turn.

## Special rules

A bank of thick fog obscures the battlefield. During the attacker's first turn, ranged attacks (including magic) can only be made against targets within the attacking warriors Initiative value in inches (a lantern adds 4"), and any warrior that attempts a charge must make a Initiative check or fail the charge. After the attacker has made his first turn, the fog lifts.

## Enter the Necromancer's Tower

### Terrain

In the centre of the board should be placed a building to represent the tower.

### Special Rules

The wizard's wards will cause the following effects on any warband that dares venture within the vicinity of his tower (the tower takes its turn after the last player warband):

**Blast of Schwarzlache:** At the beginning of each turn, place a 5" circular template over the nearest standing model (between 12" & 48", measured from the edge of the tower). If two or more models stand the same distance away, then roll to see which one will be the target. Then scatter the bolt 2D6" in a random direction before impact (this is due to a weakening of the towers defences). Any model under the template will receive a S3 hit. Models partially covered will avoid the blast on a successful Initiative roll.

**Bolt of Schwarzlache:** At the beginning of each turn, a bolt of raw energy will shoot forth from the tower. It will be directed at the farthest standing model, with line of sight from the tower. If this model is in hand-to-hand combat then randomise to determine which combatant is hit. The bolt has BS 3, Strength 3 and a range of 48", and are considered to be a magic missile.

**March of the Dead:** At the beginning of each turn roll a D6, on a roll of 5-6 a Zombie appears at the door to the tower. During each movement phase, any Zombies will shuffle 1D6+1" toward the nearest standing model. If within charge range the Zombies will instead charge the nearest standing model.

## The Middle Bridge

### Terrain

The table should be divided into two halves by a river, crossed by a single bridge in the middle of the board. From the bridge, a road should traverse the table in both directions.

### Deployment

No warband can set up along a table edge perpendicular to the river. If three warbands are present, the two with the highest rating should set up on the same side of the river, each within 12" of one of the corners. If four warbands are present, all warbands should set up within 12" of the corners.

### Zombies

Rules for Zombies are found under Undead Henchmen in the main rulebook.

### Ending the game

If all the warbands but one have routed, and there are no zombies on the table, the remaining warband has seized the tower, and are considered winner.

### Rewards

The winning warband can let one of their heroes read through the dusty grimoires in the tower. If they do, this hero will gain the ability to use Magic (and can henceforth choose to roll on the lesser magic spell list instead of choosing a skill, when gaining an advance).

Witch Hunters and Sisters of Sigmar will never do that (Bretonnian Questfarers, Dwarven Treasure Hunters and human Mercenaries may also choose not to), but will instead burn down the heretic library. Watching the flames, each hero in the warband gain +1 experience.

### Ending the game

If one of the warbands manages to move two or more standing warriors to within 2" of the table edge opposite his starting edge, they have broken through and they win the game. A warrior that chooses to set up on the opposite side of the river, from his normal starting position (due to Infiltrate, etc.), will not count for the purpose of breaking through the enemy lines.

### Experience

Any warrior earns +1 Experience for breaking through the enemy lines (a henchman group may not gain more than +1 experience in this way).

## Down at the Docks

### Terrain

One table edge should consist of the river Stir and the Mordheim quayside, with a river boat at the middle of the edge (the boat should be about 3" x 8"). Before the battle begins, the player with the lowest warband rating may decide in which direction the river flows. The riverboat should be touching the landward edge of the river to show that it is docked, with the prow facing against the current. On the docks, within a few inches of the boat, should be placed five crates of goods.

### Deployment

Both players start within 8" of the far corners, away from the smuggler's riverboat and the cargo.

### Special Rules

Aboard the boat are five smugglers, that have their own turn after the player warbands. During their first turn, they will moor the boat to the wharf. During each of their subsequent turns, they will load one crate of goods onto their boat, as long as there are no visible enemies within 10" of the crates. The smugglers will stay on their boat at all times, charging anyone that enters the boat, and shooting at any intruders within range.

Once two smugglers have been taken out of action, the rest will try to flee with their boat. If there are any smugglers left, not involved in close combat, they will sever the moorings and start to punt the boat upstream. With one person punting, the boat will travel with a speed of 7", with two persons punting, it will travel with a speed of 11" (though it will still be effected by the current). A smuggler cannot punt the boat if he is involved in close combat, and a punting smuggler cannot shoot in the shooting phase. If at least half the boat gets outside the edge of the board at any time, the boat is removed from play, and any warriors still aboard counts as out of action.

Each crate can be carried by a single model at half speed, or by two models at their full speed. While carrying a crate, the model may not fire any missile weapons or use any spells. If attacked, the crate will be dropped, ready to be carried by anyone coming into contact with it. Once a model escapes off the board with a crate, it may not return (warriors that leave the board in this manner are not considered out of action).

### Smugglers

M	WS	BS	S	T	W	I	A	Ld
8	3	3	3	3	1	3	1	8

Weapons/Armour: Sword and pistol.

Eagle Eyes: The smugglers have a range of 9" with their pistols.

### Ending the game

The game ends when all of the crates have been removed from the table, with the warband that managed to recover the most crates as the winner.

If every warband but one have routed, the game ends, and the remaining warband gets all crates currently on the table (though not any crates aboard the boat), but do not get any experience for taking them off the table.

### Experience

Any warrior earns +1 Experience for taking a crate off the table (a henchman group may not gain more than +1 experience in this way).

### Rewards

Each crate in the possession of a warband at the end of the game earns them an extra exploration die.

## Rat Race

### Special rules

Place four rats in the middle of the table, no closer than 6" of each other (if three or more warbands participates in the battle, place six rats). These rats have their own turn after all the player warbands.

### Giant Rats

M	WS	BS	S	T	W	I	A	Ld
2D6	3	-	3	3	1	4	1	5

Weapons/Armour: Claws and teeth.

Chaotic Movement: Move the rat 2D6" in a random direction during each of its Movement phases. If its movement takes it into contact with another model, it will engage that model in hand-to-hand combat as normal. If it moves into base contact with an enemy that causes fear, it must pass a Leadership test, or receive a -1 penalty to hit on any attacks this round of combat.

Almost had it!: The rats are slippery devils. A model that comes into base contact with an unengaged Giant Rat on a charge must make an initiative check, or the rat slips away (move the rat 2" directly away out of combat). If the slip moves into base contact with another model, consider them in combat but neither model counts as charging.

## Stake Out

### Terrain

The first building should be placed in the centre of the table, this is the defending warbands camp site.

### Deployment

The defender is deployed first inside or within 6" of the centre building. The attacking warband can deploy anywhere on the table, but not within 12" of an enemy.

### Starting the game

The attacker has the first turn.

### Special rules

Defending models can escape by moving off any table edge, but they may not return again.

They've eaten our treasure lads!: The rats have their bellies full of precious wyrdstone. Standing warriors, not involved in close combat, that end their turn in base contact with a dead rat may choose to pick it up (animals can never pick up any rats, though). If the model who is carrying the dead rat is put out of action, he drops it on the ground where he fell, any dead rats still on the ground when the battle ends is lost. Once a model escapes off the board with a dead rat, it may not return (warriors that leave the board in this manner are not considered out of action).

Unstable mutations: The copious amounts of wyrdstone that the rats have devoured have caused them to develop highly unstable mutations. In the beginning of each close combat phase, roll a D6 for each rat, to determine the current effects of the mutations. 1: +1 Attack, 2-3: +1 Strength, 4-5: +1 Toughness, 6: -1 Toughness.

### Ending the game

The game ends when all of the rats have been removed from the table, with the warband that managed to collect most dead rats as the winner.

### Experience

Any warrior earns +1 Experience for taking a dead off the table (a henchman group may not gain more than +1 experience in this way).

### Rewards

Each dead rat in the possession of a warband at the end of the game earns them an extra exploration die, as they search through its intestines.

### Ending the game

The game ends when the defending leader is put out of action or manages to escape from the table. If the defending leader is killed, the attacking warband wins, If he escapes, the defending warband wins.

### Experience

If a hero or henchman puts the defender's leader out of action he receives +1 experience (this is in addition to any experience gained for putting a enemy hero out of action).