

Mousillon

Situated in the marshy valley of the River Grismerie the city was once a prosperous trading port. Riverboats made frequent trips up and down the Grismerie bringing goods and people, from all over the world, to the towns of Guisoreux and Parravon and the numerous villages in between. The lower parts of the city suffered badly from frequent flooding of the river, causing conditions to become unbearably squalid. The poor state of these areas often attracted Skaven and Undead raiders.

Elements of the latter managed to gain a hold within the crypts of the city and became a persistent menace to the population. Eventually so many people sought refuge elsewhere that the city fell into disrepair their hovels clustered around the outside of the walls and extended along the banks of the river falling empty. Those who remained are the city's poorest inhabitants, rarely finding work at the quays or as sailors aboard Bretonnian ships. Bandits, malcontents, and disgraced knights now find their way to Mousillon. To add to the misery, the city is often plagued by the Red Pox and other disease outbreaks from time to time. The last outbreak was so bad that Mousillon was almost entirely depopulated.

The city festers and has ties to some of the worse events to blight Bretonnia: Maldred and the False Grail for one, and the Scrouge of the Red Duke for another. Ultimately, the city must be redeemed for Bretonnia, but for now, its days as a port are over and it is regarded as a lost territory to be reconquered. The present king has now ordered an Errantry War to cleanse the city's ruins. He has declared that the Knight who can rid the city of evil will be made Duke of Mousillon. Young Knights Errant from all over Bretonnia and mercenaries from all corners of the world now gather outside the city gates preparing themselves for the trials that await within this city of lost souls.

Special Rules:

City in Fog

Located on the western coast of Bretonnia, where the River Grismerie runs through a huge marsh and into the Great Ocean, Mousillon is shrouded in fog most of the time. Some claim that it is not an entirely natural fog. Perhaps an attempt by the vile denizens lurking within the abandoned city to hide themselves from scouts and spies, or a manifestation of the chaos that breeds in the decay. But be it normal or magical the fog nevertheless is an ongoing problem for any who would travel there.

Before starting a battle in the City of Mousillon (*Western Approach* scenarios do not roll) roll D6 and consult the chart below.

1-2 Thick Fog: Visibility is limited to 6 inches at the start of the battle. At the start of each turn roll D3 and add the result as inches as the fog gradually lifts.

3-5 Fog and Light Drizzle: At the start of each turn roll D3 and multiply the result by 3 to find out how far in inches the troops can see. If the result is an even number, then the fog lifts temporarily, but roll again next round.

6 The Fog Lifts: No modifiers apply this battle.

Models may not shoot, charge, or cast spells that require line of sight beyond the limits of the visibility.

The Madness of Mousillon

The dank muck of Mousillon hides many dangers...

To determine if a random encounter occurs, roll a D6 at the start of each player's turn. A result of 1 indicates a random encounter. Roll a D66 for the random encounter on the chart below to see what exactly is encountered and follow the directions. The player whose turn it is places any models that represent the encounter and they will act in each of his turns (that player doesn't control their actions though, see the individual descriptions to see how the models act). This player is known as the 'Encountering Player'

Mousillon Random Encounters Chart

D66 Result

11 Fimir: D3 Fimir Warriors appear out of the mists. The encountering player must place each Fimir within 6" of a different warrior from his warband. At the end of the player's turn the Fimir will move toward the closest warrior to fight.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fimir	6	4	2	4	5	3	2	3	7

Weapons/Armor: Two-Handed weapon, Light Armor

Fear: A Fimir Warrior is so terrifying it causes fear.

Large: Fimir Warriors are hulking amphibians and therefore a tempting target. Any model may shoot at a Fimir Warrior, even if it is not the closest model.

Spiked Tail: Fimir warriors have a flexible tail with a mace-like bony tip. The warrior gains an extra tail attack in each hand-to-hand combat phase at the Fimir's Strength +1.

12 Wharf Rats: D6 Giant Rats appear, chased out of the fog... The encountering player must choose a battlefield edge to deploy the rats. After each player's turn, the rats will move toward the opposite board edge at full speed, if their path take them within 6" of a (non-Skaven) warrior, place the rat into contact as if it charged the warrior and begin combat.

13 High Tide: The tide in the river mouth is causing flooding. The muck is thick, causing movement to be halved on the ground level.

14 Gale Force Wind: A high wind blows through the city. Any fog has been cleared. Warriors now suffer -1 to I tests and to hit rolls for the rest of the battle.

15 **Plaguebearer:** The disease and decay has attracted one of Nurgle’s own! Deploy the Plaguebearer within 6” of one of your warriors. At the end of the player’s turn the Plaguebearer will move toward the closest warrior to fight. It will disappear after D6 turns.

Profile	M	WS	BS	S	T	W	I	A	Ld
P.Bearer	4	4	0	4	4	1	4	2	10

Weapons/Armor: Claws.

Daemonic: Plaguebearers follow the special rules for Daemons as described above. (see *Dark Intrigue: Dark Lands*)

Cloud of Flies: A Plaguebearer’s close combat opponent suffers a -1 ‘to hit’ modifier caused by flies that buzz into mouth, eyes and nostrils.

16 **Lady’s Favor:** A random warrior has spotted a jeweled garter in the mud. No doubt lost by some Knight. The Warband gains 1 treasure.

21 **Oubliette:** Suddenly one of the Warband’s warriors (on the ground level) disappears down a muddy grate. Take a I test, if failed the warrior is taken OOA

22 **Dread:** One building (chosen at random) seems to be “breathing” and odd wisps of ethereal light can be seen. The building now causes Fear and anyone who wishes to enter must pass a fear test. Anyone inside the building at the end of their turn takes D3 S2 hits.

23 **PIRATES!:** 2D3 Pirates are attempting to find an actual “dead man’s chest” Pick a board edge to deploy the pirates. at the end of the player’s turn, each Pirate will move in a random direction at their movement rate. If then come within 4” of a warrior, place them in base contact and treat as charging.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pirate	4	4	3	3	3	1	3	1	6

Weapons & Armor: Pirates are armed with pistols and rapiers

Sea Legs: Pirates re-roll any failed Initiative tests when fighting on causeways, jetties, Boat decks and gangplanks

24 **Bogtopus:** Slime encrusted tentacles burst from the murky waters. The model standing closest to the largest swamp or water feature is attacked by a Bog Octopus. Re-roll this result if there is no appropriate scenery. If the victim fails a strength test, the model is dragged under any available water. It is considered drowned taken and will be taken out of action. The player will need to roll for injuries at the end of the game.

25 **Harpy Hunting Grounds:** (See *Dark Intrigue: Marienburg* for details)

26 **Pestilence:** An enormous cloud of flies appears in the sky and swoops down on the warbands below. All models have an extra -1 to hit penalty when shooting or fighting in close combat as flies buzz around them and into open orifices. The flies remain for D3 game turns and then fly away.

31 **Ooops!** The muddy ground here is really slick causing folk to stumble. A random model in the Warband that is not engaged in close combat is knocked down if it fails an Initiative test.

32 Collapsing Building: Pick one building at random. Any models inside must pass an Initiative test or suffer a S5 hit, armor saves applying as normal, as the building collapses. Remove the building from the table (replacing with ruins if possible) and place the models back on the table where it stood. Any models climbing the sides of a building or on the roof when it collapses automatically fall from whatever height they were at.

33 Plague Victims: Disease is a common occurrence among the few survivors left in the ruins of the city. This group of D6 citizens has contracted a particularly nasty plague known as Nurgle's Rot. They move at normal rate (4") towards the nearest warband members, seeking their help. If they come into contact with a warband member, they will not attack, but will instead cling to him as they beseech his aid, hindering him greatly. A model with Plague Victims in contact with him acts as if he had just recovered from being knocked down (moves at half rate, may not charge or run, etc. See Mordheim rules for details). If one or more of the Plague Victims is charged, shot at, or otherwise attacked, these pitiful victims will rout immediately. At the end of the game, roll a die for each warband member in play when the Plague Victims appeared and on a roll of 1, that member has contracted Nurgle's Rot. Roll again to see what effect the disease has on that member:

D6 Result

1 Major Symptoms: The plague races through the victim's system, producing horrible disfiguring lesions before killing him. If the model is a Henchman, he dies. If the model is a Hero, roll D3 times on the Serious Injury table (ignoring Robbed, Bitter Enmity, Captured and Sold to the Pits results) to determine the long-term effects of the disease.

2-5 Minor Symptoms: The plague takes its toll on the victim as it takes its course. Without proper bed rest the victim will die. The warband member must miss the next battle as he recovers.

6 Full Recovery! The victim has an especially hardy constitution or gets an extremely mild case of the disease. The victim suffers no ill effects.

34 Hard Times: Cannibalism is no stranger to Mousillon. A pack of D3 Ghouls emerge from the ruins 6" within a Warband warrior and will charge after the player's turn. (*Mordheim* page 89 for stats)

35 Basement: The ground gives way under one randomly selected warrior, and he falls into an old basement. He takes a S3 hit from the fall unless he passes an Initiative test, and lands near the remains of others who have fallen before him. Assuming he's not taken out of action by the fall, he discovers one of the following after a quick search (roll a D6):

D6 Result

- 1 A helmet
- 2 A small pouch containing 2D6 gold coins
- 3 A lantern
- 4 A net
- 5 A vial of Black Lotus
- 6 A sword

Unless he has a rope & hook, the warrior is stuck in the catacombs and cannot rejoin the game. He will count as being out of action for Rout purposes but will rejoin his warband after the game with no other untoward effects. If he does have a rope & hook, he can climb out D3 turns later, appearing inside a randomly determined building.

35 Inundated by Blood: Any rivers or water features on the board suddenly swell violently and bursts their banks, running red with the blood of those slain in the forest. All models within 3” of a river must roll three S tests. If all are failed the model is swept away. Remove the affected warriors and roll on the Serious Injury table as normal at the end of the battle. The rivers return to normal as quickly as they swelled.

36 Spores, Molds, and Fungus: Both Companies rations become inedible, clothing rots off their backs, and leather grows mold. Any profit gained from this battle is halved in order to replace food and gear.

41 Peddler: No matter which turn it is rolled on, this encounter happens at the end of the game. The winning Warband sees a peddler wading through the muck. This traveling merchant keeps his entire stock on his back and offers to sell part of it to the Warband. He has the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, crossbow, pistol, dueling pistol, rope & hook, any poison, lucky charm, blessed water, hunting arrows, garlic, healing herbs, holy (or unholy) relic, lantern and Mousillon map. Roll a D3 for each item to find the quantity the peddler carries.

42 Knight’s Gear: A pair of leather saddlebags is found. They are heavy and filled with food, plus a little loot. The winning Warband when calculating their next earnings from selling valuables, reduce the effective size of the warband by one (i.e., 10-12 warriors is considered 7-9 warriors), as the amount of money they need to spend on food is reduced. They also gain 2D6 gold coins.

43 That’s a Weed: A random hero in the Warband finds a small patch of Healing Herbs.

44 Whole Hog: A wild boar, sought after by Bretonnian Knights on the hunt, is wallowing in a puddle 6” from a warrior in your Warband. It will charge the offending warrior after your turn.

Profile	M	WS	BS	S	T	W	I	A	Ld
Boar	7	3	0	3	4	1	3	1	3

Weapons/Armor: None.

Animal: Wild Boar count as animals.

Ferocious Charge: Wild Boars attack with +1 Strength when charging, due to their bulk.

Thick Skin: Their thick skin and matted fur makes them hard to wound. Wild Boars have an armor save of 6+.

45 Chest: One of the warriors has discovered an intact chest. It is Tilean in style with brass fittings. The winning Warband may roll on the *Cargo chart* found in Scenario: *Down at the Docks*.

46 The Old Crone: A withered looking old hag is stumbling around on her crook. Randomly determine which terrain feature she inhabits. For 3D6 gold coins she will work a miracle or a malediction once per turn. If paid by a Hero, roll a D6 to determine which she chooses.

D6 Result

1 Cursed: The approaching model is cursed instead! The warrior decreases a randomly determined characteristic by -1 from the curse. (Visit a Temple or other methods to remove)

2-3 Hex: The crone places her malady on a Hero chosen from another warband. Treat it in the same way as a curse given above.

4+ Miracle: By using magical means the hag is able to lift any curse, heal any lost wounds, cure any mutation or remove a serious injury from a Hero of your choice.

51 Freelancer: A Freelancer (see the Hired Swords section of the *Mordheim* rules for details) appears further down the street. Sensing trouble brewing, he decides to seize the opportunity and offer his services to the warband with the lowest warband rating (if there are two warbands with the same rating, roll a die to see whom he offers his help to.) The warband that he offers to help must be able to add the Hired Sword to its roster for this game. At the end of the game, the Hired Sword demands payment for services rendered. The warband that he joined must pay his hire and upkeep fee. If the warband cannot (or will not) pay him, he leaves, but not before taking out his frustration on a random member of the Warband roll among members of the warband who were not taken out of action during the game). Roll for injuries to the unfortunate member just as if he had been taken out of action.

52 Plague Victims: *see result 33 above*

53-55 Restless Dead: Each player is to roll a D3+1 and place that many undead zombies 6” from any warrior. These restless dead move in random directions and will charge anything (other than other restless dead models) within range.

Profile	M	WS	BS	S	T	W	I	A	Ld	AS
Zombie	4	2	0	3	3	1	2	1	5	5+

Cause Fear- As with all undead models, the restless dead cause Fear.

Can't Run- Being dead has its drawbacks, one of which is that you are none-too quick on your feet. Restless dead cannot run, but they can charge as normal.

Nuttin' but Skin 'n Bones- The restless dead have shambled out of Sylvania, looking as if they had been marching a very long time. Their flesh is like paper, all organs and muscles have long-ago rotted away. Only the powerful workings of Necromancy have kept them from the everlasting embrace of death. Restless dead have an armor save of 5+ against any non-bludgeoning weapon, regardless of critical hits. They will therefor always gain a 5+ armor save against any weapon other than hammers, maces, etc., regardless of strength or damage modifiers.

56 Swamp Monster: The Fenbeast will appear within 6” of a warrior in your Warband. It will move after the players turn and will always act in this turn before the other warriors. It will always charge or run towards the nearest warrior. At the end of each turn roll a D6 for the Fenbeast, on a roll of 1 the magic binding it to the earth is weakened and it is slain. On a roll of 6 it is filled with some unknown Elemental Power and D3 of its lost wounds are restored.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fenbeast	6	3	0	5	5	4	2	3	10

Weapons/Armor: None. Fenbeasts are just magically bounded mounds of dirt.

Special Rules:

Fen-Walker: Fenbeasts may traverse fenland, quagmires and any other difficult terrain as open ground.

Fear: Fenbeasts are horrifying creatures and cause Fear.

Immune to Psychology: Fenbeasts are not affected by psychology and never leave combat.

Regenerate: When a Fenbeast is in any form of swampy terrain such as fenland or a quagmire they will regenerate one lost wound in the recovery phase on a roll of 4+.

61 Headhunter: The warband is immediately joined by a Bounty Hunter Hired Sword for the remainder of this battle. Nominate a mark for the hunter and deploy the model next to any friendly model in your warband. If the warband are followers of Chaos or Evil, then they are being joined by Krogh the Mutant Bounty Killer!

Beastmen, Fimir, or Goblinoid warbands can also be joined by the Krogh the Mutant. Use the same rules as the Hired Sword. In addition, Krogh has a version of the mutation Great Claw, which also doubles as a Mancatcher. There is no hire cost to be paid. Upkeep is paid as normal after each battle.

62 Street Urchins: Pickpockets one and all. A random warrior in your warband is pickpocketed. If a Henchman is pickpocketed, then the warband loses 2D6 gold coins. If a Hero is robbed, then he loses a random item!

63 Plague Victims: *see result 33 above*

64 Finders, Keepers: A random Hero in your Warband finds a coin purse bearing a fleur de lis. Gain 3D6 gold coins.

65 A Good Vintage: Your hero finds a cask of a wine. Good drinking is to be had. The whole Warband gains +1 Ld next battle.

66 Blood Dragon: A peerless warrior has been watching the battle. Afterwards a Hero from the winning Warband with the highest WS is made an offer: Train with the Undead warrior for a year or fight the Undead warrior now (which means death.)

Remove the Hero from the Warband for a year. When they return, they have 3 points to increase their profile stats. The player may split these over multiple stats or use all 3 in one.

Mousillon Exploration

Doubles

(1 1) RUINED HOVELS

The street consists of ruined hovels, which are leaning over at alarming angles. While poking about here a ramshackle construction falls on one of your heroes. Choose a hero and make an Initiative check. If you roll equal or under the hero's Initiative stat, he is unharmed, otherwise he takes a wound. Roll like you normally would do for an injury, even if the characters have more wounds:

- 1-2: Character is wounded on the leg, next game M-1.
- 3-4: Character is wounded on the arm, next game WS-1.
- 5-6: Though black and blue, the only thing the character will have is sore muscles.

Either way when the dust settles a small chest in the ruins. After breaking it open you find 2D6 gc.

(2 2) RAIN BARREL

On the corner of a half-burned down building there is a rain barrel still full of water. Due to the frequent rainfall and the obvious drain that ends in the barrel that is no strange occurrence.

One of your heroes takes a closer look and discovers something on the bottom of the barrel, something shiny...

You may choose one of your Heroes and roll a D6. If the result is equal to or lower than his Toughness, he finds one jeweled ring (worth 15 gc) at the bottom of the barrel. If he fails, the hero has gulped down some water from the barrel and must miss the next game through sickness. The shiny thing now turns out to be a worthless piece of metal...

(3 3) BACKPACK

Under a fallen plank, you find tattered leather backpack lying next to the corpse of a long dead man. From the looks of it he was a soldier. Brushing off the dust, you inspect the find.

To see what's inside, roll a D6:

- 1 - Stale biscuit (Which you toss back into the street)
- 2 - Dagger
- 3 - Helmet
- 4 - Hammer
- 5 - Axe
- 6 - Suit of light armor

(4 4) BEGGAR

Your Warband encounters one of the survivors of Mousillon, who has lost his sanity along with all his worldly possessions. A modest donation of food may render surprising results...

Skaven warbands can sell the straggler to agents of Clan Pestilens (who will use the man for experiments or slavery) and gain 2D6 gc.

Any chaos-tainted warband can sacrifice the unfortunate individual for the glory of the Chaos gods. The leader of the warband will gain +1 Experience. Maldred's Disciples can only try this if his knights are come to his side; otherwise, he uses the last option. Undead warbands can kill the man and gain a skeleton or zombie for no cost.

Any other warband can give the man some rations (1 gc worth is enough) to the man and gain some information about "treasure" in the city. Next time you roll on the Exploration chart, roll one dice more than is usually allowed, and discard any one dice. (For example, if you have three Heroes, roll four dice and pick any three).

(5 5) ABANDONED SHOP

The Merchants Guild shop has been thoroughly ransacked. Even so, there are still items scattered around the single, long room, mingled in with the muck and rubble. Some are useful, such as cast-iron pots and pans and rolls of fine cloth. All manners of smaller items are lying about - the sort of frippery that no longer has a use in a devastated city with few inhabitants.

After a thorough search you find loot worth D6 gc. If you roll a 1 you will also find a Lucky Charm.

(6 6) SPECIAL

Consult the Result for the battle's location:

WESTERN APPROACH

In a hollow tree you detect a shiny object, and a closer inspection shows it to be a ring. In your greed you might miss the viper that made the tree his lair...

Appoint a hero who while try to get the ring. Add together the Initiative and Weapon skill of the character. If you roll lower than that value on 2D6, you managed to snatch away the ring. (Worth 10 gc, when you sell it) If you fail, you push the ring away and it disappears into the tree...

THE RIVER FRONT

You notice a man crouching at the city walls. As you come closer, he begs you for some groats.

If you pay the beggar 1 gc, you may re-roll one Exploration die next exploration phase

THE MARSHES

One of your heroes is pulled down by something while exploring the edge of a bog. That hero makes 1 attack (5+ to hit, 4+ to wound) and if he wounds whatever is pulling him in, he hacks off a tentacle. The blood coats his weapon for the next battle. The weapon counts as being coated with black Lotus (see rulebook) for the next battle.

THE MAIN WHARF

You feel very confident after last battle.

If you buy any rare item, you manage to haggle down the price. Deduct 2D6 GC from the price of the item.

NOBLE DISTRICT

When you come upon a broken-down closet, you find some tattered clothing.

Roll a D6

1-5 Toughened Leathers

6 Set of Cathayan silk clothes.

PALACE DISTRICT

The palace seems to be empty, so you go back to your camp empty handed. Though the bragging about it later that evening seems to impress the locals.

The Warband leader will cause fear for the next battle.

TRIPLES

(1 1 1) TAVERN

The ruin of a tavern is recognizable by its sign still hanging on the wall. The upper part of the building is ruined, but the cellars are cut into rock and are still full of barrels, though in a foot of mud. There are broken flagons and tankards everywhere.

You could easily sell the barrels for a good price. Unfortunately, your men are also interested in the contents! Warband's leader must take a Leadership test. If he passes, the warband gains 4D6+6 gc worth of wines and ales, which can be sold immediately. If he fails, the men drink most of the alcohol despite their leader's threats and curses. You have D6 gc worth of alcohol left when the warband reaches their encampment. Undead, Knights-Errant, Witchhhunter, Sisters of Sigmar, Woodelf warbands automatically pass this test, as they are not tempted by such worldly things as alcohol.

(2 2 2) OLD ARMORY

Though the building has crumbled in the years, it still is recognizable as one of the city barracks. And between the rubble and useless junk you find small room, which is seemingly untouched. It turns out to be the barracks' armory and the Guards did not take all...

Roll a D6 to determine what you find inside:

1 - Sword

2 - Doublehanded sword

3 - Flail

4 - D3 Halberds

5 - Lance

6 - 2D6 gc worth of metal (add the value to your treasury).

(3 3 3) FLETCHER

This hovel was once the workshop of a Fletcher - a maker of bows and arrows. There are bundles of yew staves and willow rods everywhere.

Roll a D6 to see what you find:

- 1 - 2D3 Short bows
- 3 - D3 Bows
- 4 - D3 Long bows
- 5 - Quiver of Hunting Arrows
- 6 - D3 Crossbows

(4 4 4) THE MINT

You find the remnants of the former Mousillon Mint. You all scour the ruins and finally find a room where everything is covered with a fine yellow dust.

After sweeping up all the gold dust you find you have 2D6+6 gc in gold dust.

(5 5 5) PRISONERS

A muffled sound comes from one of the buildings. Inside you find a group of finely dressed people who have been locked in a cellar. Perhaps they are prisoners taken by cultists, ready to be sacrificed during Geheimnisnacht.

* Chaos orientated warbands can sacrifice the victims (undoubtedly finishing the job of the captors). They gain D3 Experience that is distributed amongst the Heroes of the warband.

* Undead warbands can callously kill the prisoners and gain D3 skeletons or zombies at no cost.

* Skaven can sell the prisoners into slavery for 3D6 gc.

Other warbands can escort the prisoners out of the city. For their trouble, they are rewarded with 2D6 gc. In addition, one of the prisoners decides he wishes to join the warband. If you can afford to equip the new recruit with weapons and armor, you may add a new Henchman to any of your human Henchman groups (with the same stats as the rest of the group, even if they have already accumulated experience).

(6 6 6) SPECIAL

Consult the Result for the battle's location:

WESTERN APPROACH

While looking in the surrounding you see a person leaning against a tree, As you

approach them they say: "Welcome My friend, it is Ronald Gildenhind the merchant who sends me..."

You are allowed the use of a hired sword without hiring fee (upkeep still necessary), choose between a Gladiator (pit fighter rules), Witch, or Halfling Scout.

THE RIVER FRONT

Under a pile of wood and tethered rope you find a strange object. It is a round object with a hole in the middle. A man might just fit in the hole. Later you learn it swims in the water and some can hold onto it without sinking.

This savior ring allows rerolling a drowned result once and allows the character to cross water at normal movement.

THE MARSHES

The bog looks strange from afar, and as you approach you notice why... a lizard like creature died in it and its strange armor gave the bog the strange color.

You find a strange boney plate armor, which counts having Light Armor and a Shield.

THE MAIN WHARF

Rummaging in old half-sunken boats is no way to spend the evening. Luckily a find made up for it. An old captain's trunk contained a journal. Herein he describes what he earned and in what house he lived.... You smell the booty as you make haste for the address.

You find an old jewel case; its contents can be sold for 3D6 gc.

NOBLE DISTRICT

An old wine cellar gave up a final prize, a non-broken bottle of wine. As you later discover it turns out to be Elven Wine.

There is enough for 4 warriors.

PALACE DISTRICT

In a small office you find a ledger. Not only it has lots of numbers in it, but there is also a small note:

"You find Grump, staying house with gate, me wait"

You are allowed to get the free use of an Ogre Bodyguard for one battle. If you want to keep him you have to pay his upkeep, otherwise he will just leave.

FOUR OF A KIND

(1 1 1 1) A STRANGE DWARF

In your wandering through the city, you come upon a dwarf hammering away at what looks like a round pipe. As soon as he sees you, he slips away. You search the place but no sign of the dwarf. The only interesting thing you find is a metal strongbox. In opening the box, you break one of your weapons.

Randomly determine which hero tries to open the box and he loses one of his weapons (determine randomly but exclude the free dagger and magic items). Roll a D6 to see what you find:

- 1 - Blunderbuss
- 2 - Brace of pistols,
- 3 - Brace of dueling pistols,
- 4 - D3 Handguns,
- 5 - D3 Flasks of superior black powder,
- 6 - Hochland long rifle.

(2 2 2 2) LABORATORY

You already found strange things in Mousillon, but you did not see an alchemist laboratory. Although a lot is smashed and broken, there still seem to be some valuable left.

Your warband may strip the laboratory and gain 2D6 gc worth of loot.

Chaos, Skaven and the Brigand warbands recognize some of the materials still present and know someone who will be very interested in them. They will gain 3D6 gc from their patrons, and a present from the intended receiver. One of their weapons (chosen by the player) will now count as being poisoned permanently and will always auto wound when a 6 is rolled to hit (like black lotus) any Undead or Possessed model is immune to this effect.

(3 3 3 3) DEATH PIT

You find an old overgrown pit. And after cutting away some the plants covering the site you discover the gruesome find. The pit is filled with skeletons, some still in their clothing they died in.

Any warband, apart from Knights-Errant, and the Bretonian Hunting party, may loot the corpses and gains D6x10 GC worth of loot.

If you loot the Pit, the next time you play against the Blood dragons (you touched their stash), Bretonian hunting party or Knights Errant, the entire enemy warband will hate all the models in your warband. Make a note of this on your warband roster sheet.

The Knights-Errant and the Bretonian Hunting party feel the need to clean up the graveyard. This piety will result in a reward of D6 Experience points distributed amongst the Heroes of the warband. The Blood Dragon warband will gain D3 skeletons and may distribute d3 XP amongst their heroes.

(4 4 4 4) ARMORER

A rusty breastplate hanging from a pole drew your attention to this place, obviously too high up to be easily looted. The workshop is ruined, and the forge has been smashed. Rooting about in the soot, you find various half-finished items of armor.

Roll a D6 to see what you find:

- 1-2 D3+1 Shields or bucklers (choose which)
- 3-D3 Helmets
- 4-D3 Suits of light armor
- 5-D3 Suits of heavy armor
- 6-Suit of Ithilmar armor

(5 5 5 5) SEWERS

You find an entrance to the Mousillon sewer system. Despite the fetid stench, you realize they may provide an invaluable tactical advantage in an upcoming fight.

You may use the tunnels in the next battle you play. Position up to three fighters (no Large Creatures) anywhere on the battlefield at ground level. They are set up at the end of the player's first turn and cannot be placed within 8" of any enemy models. This represents the warriors making their way through the tunnels, infiltrating enemy lines and emerging suddenly from below ground.

(6 6 6 6) SPECIAL

Consult the Result for the battle's location:

WESTERN APPROACH

While exploring the beach you find a strange seashell. As some people offer you quite some money for the shell, you take it to a sage.

He tells you, after a fee of 5 gcs, that it is a rare example and worth 35 gc. As it is rather shiny it also very interesting to animals. If you keep it as an amulet all animals that want to attack you must pass a Ld-test, before doing so.

THE RIVER FRONT

While exploring you find a colony of river lobsters.

As food will not be a problem tonight, you may count you warband as being 1-3 members for selling loot (gaining income).

THE MARSHES

You find a ragged old shrine, very probably put there by the vile ratmen.

All warbands (except skaven) may destroy this shrine and gain D3+1 XP, which can be freely distributed.

Skaven warband may honor their horned god, and the skaven leader will gain the following, roll 2D6:

2-3: The Great horned one is discontent, and you will lose 2 random warband members (i.e., the counts as going OOA, roll on serious injury table if necessary).

4-7: Nothing seems to happen.

8-10: your leader will gain tail fighting as per skill, or gains an extra attack, if already knowing the skill.

11-12: your leader will gain the black hunger skill, but gains a 4+ save against the wounds it does

THE MAIN WHARF

In stranded wreck you find a non-plundered armory.

Roll a D6 for each series of items.

2 suits of LA	5+
3 boathooks (spears)	4+
D3+1 shields	4+
Gold crested breastplate (gromril armor)	6+
A jeweled helmet (can be sold for 320 GC),	5+

NOBLE DISTRICT

As you search an old villa, you see a richly dressed woman, just skip around the corner. Of course, you manage to track and corner her.

It turns out to be a female vampire (normal stats, sword and dagger, HA), you may opt to run, or select a fighter who will combat the temptress opponent. Roll a D6 for who charges his opponent. If the character loses, he will gain 1 XP and 25 GC, which the vampire drops before she escapes. Any OOA result will require a roll on the serious injury table. If the character wins, he will get 3 XP, 25 gc and the equipment she carries.

PALACE DISTRICT

You find an obvious empty room; almost too obvious it seems. After some poking and prodding you find a secret switch. A rumbling sound is heard as a piece of wall slides away revealing a secret entrance. Inside you find an old tomb, which contains a Crypt. The lid is cast to the side and inside lies a skeleton. Very obvious is the wooden stake that protrudes from its ribs. Then you noticed the castaway silver breastplate of the victim. Someone had to pull it off, to stake the victim.

This breastplate is Ithilmar armor.

FIVE OF A KIND

(1 1 1 1 1) A HEALER

While you are exploring you find a small house which still is occupied. The Owner turns out to be a healer and offers to help out.

You may reroll the serious injury roll of one of your heroes that are still alive. No matter how long ago the injury was sustained. If you also pay the healer 30 gc you may ignore death results on the new roll.

(2 2 2 2 2) CRUMBLED TOWER

Though not much is remaining from the tower, it looks that once a wizard might have lived here.

Roll a D6:

1-2: 3D6 GC and scroll of Silver arrows of Ahra. A hero may read the scroll during one of his shooting phases and he may cast the spell if he passes the Diff roll. One use only. A spell caster may read it and gain +2 on the difficulty roll if he already knows the spell.

3-4: You find a wizard cloak, anyone wearing it will get a 6+ armor save (not cumulative with LA & HA) and is -1 to shoot at. If a wizard (spellcaster) wears it, he raises the save to 5+. The cloak does not prohibit the use of magic.

5-6: You find a magician's tome. This tome can only be used once. Roll a D6, on a 5+ you may learn lesser magic spells if you gain a skill advance, otherwise you will gain a 5+ save against spells.

(3 3 3 3 3) THE GATEHOUSE

You stumble upon the gatehouse of the trader's district. While exploring you find a small box. Once opened you find the revenues of the last taxing they did.

Roll 2D6 x 5 gc, if you roll a double, you find a so-called Wheel amulet. This is the symbol of the merchant guild. It allows you to use the Haggle skill from now on.

(4 4 4 4 4) GLOWING POOL

A strange light seems to emanate from a rather large pool. But before you can investigate a large dog attacks you.

If you pass a Ld-test (choose which hero will step forward) the war dog will yield to the hero and the hero thus gains a war dog. If he fails, he has to fight the war dog. Roll to see who charges, the fight lasts 2 rounds. After that the rest of the warband steps in and the dog flees.

In the Pool you find a strange glowing stone. You may sell it for D3x15 gc or you keep it. This allows you 1 reroll on the serious injury chart.

(5 5 5 5 5) THE MAPMAKER

The Building you explore once belonged to a Mapmaker family. Though most of them are burned, you find a scroll case under a floor panel. The case contains a real, detailed map of Mousillon.

This allows you to modify 1 exploration die with +/-1. If you use it, no other +/-1 modifications are allowed, while in Mousillon.

(6 6 6 6 6) SPECIAL

Consult the Result for the battle's location:

WESTERN APPROACH

A couple of ruined farmsteads never seem to have been explored, but you have a feel these could be worth it. Inside one of the buildings you find a fortified room. The family obviously uses it as the final retreat. As you finally pry open the entrance you discover that the original owners never left.

You find a strong box with in it D6x10 gc and a strange weapon with a long iron shaft on it that expands at the end almost like a trumpet (blunderbuss)

THE RIVER FRONT

You notice someone in the river that obviously cannot swim. After managing to pull him to shore, it turns out to be a sword-for-hire. He calls himself Capretto deJolie and originates from Tilea.

You gain the use of an Imperial assassin (with crossbow, instead of throwing knives!) for one battle, after that upkeep will be necessary.

THE MARSHES

You find the already decaying body of a skaven, dressed in all black. He still clutches a pair of nasty looking blades.

These are weeping blades and the first one who touches them (you choose) will feel a surge. The character learned weapons training and can use the blades.

THE MAIN WHARF

An abandoned tavern finally releases its secret after a couple of hours of exploring it top to bottom.

You find two barrels of beer and even better as they turn out to be Bagman's!

NOBLE DISTRICT

It seems that the house you now enter once was used as a training area. The more stylish weapons lying broken on the floor, suggest the upper class trained here. In a room on a reading pedestal you find a book. It shows how to use all kinds of swords.

You also find 2 rapiers beside the book. You may sell the book for 100 gc or let one hero learn what is in there. This entitles him to use all swords (weapon's training skill) from now on and he may parry with them at an equal or higher die roll. His racial max on WS is raised by 1.

PALACE DISTRICT

The great dining hall once must be sight to see. Though most things are plundered, you discover a suit of armor in the corner. It turns out to be a heavy armor from a strange dense material...

You find a suit of Gromrill armor.

SIX OF A KIND

(1 1 1 1 1 1) MALDRED'S CASTLE

You finally manage the courage to go up there. Together with your warband you start to explore. Your skin tingles and you are sure somebody is watching you. It is like you are trespassing, even though the castle is clearly uninhabited.

If you wish, you can send one of your Heroes to search for any treasure hidden here. Roll a D6. On a roll of 1 the Hero is devoured by unseen creatures and never seen again. On a roll of 2 or more he returns with D6+1x20 gc worth of jewels.

(2 2 2 2 2 2) THE TREASURE ROOM

While exploring the castle of the dreaded false grail knight, you come across a hidden large chest, bearing the coat-of-arms which depicts a chalice.

When you open the chest, you find the following items. Roll for every item on the list separately (apart from the gold coins) to see whether you have found it. (For example, on a roll of a 5+ you find the jewelry.)

Items	D6 Result Needed
3D6 x 5 GC	Auto
Holy relic	5+
Suit of heavy armor	5+
D3 Gems worth 10 GC each	4+
D3 pieces of jewelry (20 gc each)	5+
Elven cloak	5+
Holy Tome	5+
Magical Artefact	5+

(3 3 3 3 3) DWARVEN SECRET STASH

In the abandoned embassy of Barak Varr, you find a solidly built small room and while investigating you find a shifting wall. A runic inscription appears indicating that this may have been a Dwarven stash.

Roll a D6 to see what you find:

- 1 - D3 Double-handed axes
- 2 - D3 Suits of heavy armor,
- 3 - Gromril axe
- 4 - Gromril hammer,
- 5 - Double-handed gromril weapon

(4 4 4 4 4) THE EATING HALL

While exploring the castle you enter one of the many eating halls and you hear a lot of you companions hold their breath. The hall is littered with corpses, struck down while having a meal... but not by handmade weapons.

Bodies lay everywhere, most of them at the place where they were eating. Plates dried food rests in front of them. In a glimpse you see a red cloaked figure disappear.... You convince yourself it had to be an illusion.

After a time, you deem necessary to overcome your fears you find the following items. Roll for every item separately to see if you find it. (For example, on a roll of 4+ you will find the suits of light armor).

Items	D6 Result Needed
3D6x5 GC	Auto
D3 Suits of light armor	4+
Suit of gromril armor	5+
Suit of heavy armor	4+
Mousillon Map	4+
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Bows	4+
D3 Helmets	2+
Brace of Dueling Pistols	4+

(5 5 5 5 5) AUDIENCE ROOM

Thoroughly ransacked the audience room with the duke's Chair still is an awesome sight. Even though al is ransacked and smashed to pieces you discover a secret compartment in the duke's seat.

Roll a D6.

If you roll 1-2, you find D6x10 GC worth of items and money to add to your treasury. On a roll of 3-4, you find D6 vials of Crimson Shade.

On a roll of 5-6 you find a hidden magical artefact carefully concealed behind a false bottom in the compartment. Roll on the Magical Artefacts table.

(6 6 6 6 6 6) SPECIAL

Consult the Result for the battle's location:

WESTERN APPROACH

In the forest you discover a small lake and close to the lake a slender human female is brushing her hair. As she hears you, she quickly stands up and runs towards the lake. While she runs, she slowly disappears, almost into thin air it seems.

As you reach the spot where the woman was standing before you find a small mirror on the ground.

A Ladies Mirror (magic item):

Roll a D6:

1-4 it counts as a full Mousillon map

5-6 the item becomes fully functional and can reveal important information:

No one can hide within 12" of the character carrying the mirror.

Anyone aiming at the carrier has an extra - 1 to hit.

The character owning the mirror is allowed to roll 2 exploration dice and pick one of them (if he did not go OOA)

THE RIVER FRONT

There is an old peddler on a boat. He offers to play small game of chance with you. He picks out a wooden die; the colors red and blue seem rather worn on it. As he offers you to roll the die, he smiles, and his boat slowly drifts away on the river...

You can roll the die or not, if you do roll a D6: 1, black comes up and your warband leader loses a random item. 3-5: all his armor and weapons are now jeweled (thus the worth doubles, a jeweled sword costs 20 gc). 6: you may roll on the Magical Artefacts table

THE MARSHES

A small shack built out of grass appears. Inside is a very surprised skaven behind a cauldron.

Non-skaven warband may destroy the skaven and hut and thus gain D6 x10 gcs and may distribute D6 experience in their warband.

A skaven warband may consult this seer:

Roll a D6, on 1-4 all weapons of the warband count as being coated with Black Lotus (see rulebook) for the next battle. On a 5+ they may roll on the Magical Artefacts table.

THE MAIN WHARF

Who can say if there is wisdom in wine? At least the directions you found on the bottom of a wine cask are curious...

If you are up to explore the directions, you find the following:

Roll a D6 for all items separately:

D3 suits of heavy armor	5+	A brace of warlocks	5+
D3 Dueling pistols	5+	A blunderbuss	4+
D6x10 gc	auto	Magical Artefact	6+

NOBLE DISTRICT

You find a large bedroom. Almost everything is either broken or plundered. Though strangely there is a large leather chair, which is seemingly unblemished. Decide which character will take a seat. As soon as the character sits down a flash blinds everybody.

Roll a D6, on a 1 the character is burned and must make a roll on the serious injury table, on a 2-4 it will rain gc in the room, you get a number of gc equal to half the warband rating (rounding down). On a 6 you may roll on the Magical Artefacts table.

PALACE DISTRICT

You enter a large room, which has a small altar at the other end. On the altar stands a simple goblet. An inscription reads "Choose wisely...but death to those who remove this Cup from its abode. Could it be...You cannot remove the goblet from the room and if you leave, you almost know for sure that you will never find your way back to the room. But you can drink from the goblet.

Select a character that will drink from the goblet:

If the character is tainted by chaos, it will gain a chaos armor.

If the character is evil (skaven, undead etc.) he may roll on the Magical Artefacts table, but if they roll a 6 will find nothing.

Any other character must roll a D6, 1-3 he will be killed outright (remove from the warband list. On a 4+ he may roll on the Magical Artefact table.

Magical Artefacts Table

Roll a D6 and use this table to determine which item you find when a result in the Exploration chart indicates that you have found a Magical Artefact. In a campaign none of these items can appear more than once, so if you find a magic item which is already in someone else's possession roll again - even if the warrior carrying it has been killed.

1 - The Cloak of Bertrand de Gasse

Bertrand de Gasse was a young noble that had a bad habit... Gambling. He lost his considerable fortune in less than a few years. Though he kept up appearances many years after that. He could do that because nobody suspected he moonlighted as a highway robber. As the local constabulary finally managed to corner him, they shot him several times, but he kept on trying to escape. It took almost 3 dozen arrows to take him down.

The cloak has all protection needed to fight off missile weapons. First the shooter must take an I-test to be able to shoot at the wearer. Then the cloak immediately discards the first hit that round. Furthermore, it confers a 5+ unmodifiable save against missile wounds. This is cumulative with only Light Armor, no shield or heavy armor.

2 - The Baron de Tretois's Battlesword "Splitter"

This famous sword is a so-called one-and-a-half-hand sword. And the Baron was often seen it wielding with either both hands, and with a single hand. The story goes his favorite way of dispensing with the enemy was taking the sword in both hands and splitting the enemy. But the baron did not die on the battlefield; a vile disease cannot be repelled with weapons. Thus, the sword disappeared from sight. Until now...

Decide before combat begins, if you use it one or two handed.

One handed: +1S, +1 on the injury roll, parry and +1 on an armor save if used with a shield.

Two handed: +2S, +2 on the injury roll, strike last, parry

3 - Thuarindir's Bowstring

This is the bowstring of the famous elven waywatcher Thuarindir. It has the magical properties to fit on any bow. And as someone discovered on crossbows too!

It seems to automatically change size.

Not only that, but the wielder gains an uncanny ability to hit almost anything. The string conveys to any missile weapon that uses a string the following abilities:

All targets are +1 to hit, the missile conveys a -1 armor save, ignores cover and the user may shoot as often as he has attacks.

4 - Snitch's Glowing Armor

Snitch was Skaven engineer that tinkered around with animal hides and warpstone and finally succeeded in making a full body leather armor, made from the skin of a specially bred rat ogre. It was light, gave great protection and did not hinder any move you'd make. But there was a flaw too it... it glowed in the dark...

This armor gives a 3+ armor save, which cannot be modified beyond 5+. It can be combined with a shield. Furthermore, it grants the wearer some regenerative abilities:

After the combat round is ended roll a D6 for each wound suffered, on a 5+ the wound is restored.

The glowing makes him +1 to hit for all ranged missile attacks. It also doubles the distances in which the wearer can detect hidden characters.

5 - The Elven Gift

This amulet was found in a treasure chest, which was found after Baron Francois de Croderre had managed a victory over the woodelves, outside Mousillon. It turned him into a real combat monster, but it also filled him with a strange anger. Later, the wife of one of his lieutenants he killed in his anger murdered him in his bed.

The amulet bestows the following gifts on the wearer:

The wearer gains 1 attack, 1 strength, 1 WS, strike to injure and hatred. All these raises also count for the race max on stats.

At the end of the battle (after someone fails the first route test etc., but before removing all models...) the wearer needs to charge the nearest model and fight at least 1 round of combat.

6 - Guillaume's Spear

This spear once belonged to a very brave guard, who had forged the weapon himself. He used metal he found in a place a star had fallen from the sky. Most notably were his deeds in a battle against a terrible undead horde, led by a vampire. He slew the zombies by impressive numbers and even managed to wound the vampire, before the Undead retreated.

The spear is +1S, strike first. Against undead and characters tainted by Chaos, 1W caused will be 2W. The user is also allowed to throw the spear, range 8", after that the spear will automatically return to the thrower.

Mousillon Scenarios

3D6	Scenario	Location	Notes
3	Primordial Chaos	The Marshes	
4	Beware the Plague	Palace District	
5	Black Lily	Palace District	
6	Spoils	Noble District	
7	Harbormaster's Lament	The Main Wharf	
8	Cleanse the Wood	Western Approach	No Fog
9	Look for the Stash	Western Approach	No Fog
10	Safety on the Other Side	The River Front	
11	Hell Hath No Fury	The River Front	<i>(Mord. Skirmish)</i> River in the middle of the board w/ two 4" bridges w/ <i>Slippery</i> rule as per result 10
12	Battle at the Wharf	The Main Wharf	
13	Lost in the Bogs	The Marshes	<i>(Empire in Flames)</i>
14	Devils of Rim Wood	Western Approach	No Fog
15	Library of the Damned	Noble District	
16	Infested	The Main Wharf	
17	Through the Gates of Moor	Noble District	
18	Knights vs Knights	Palace District	

PRIMORDIAL CHAOS

Fimir, once favored by the Gods of Chaos in eons passed, have lost the much of their standing in the time since men started to draw the gaze of Eye of Chaos. This loss and decline have led to deep resentment and jealousy. Ever looking to regain some of that glory the Fimir chip away at the domains of men. The calamities in Mousillon and its ideal fog choked bogs, make the doomed city a perfect new home.

Forces:

Player Warband

NPC D3x150+300gc Fimir warband

Battlefield:

4x4 area depicting the marshy outskirts of Mousillon. One board edge should have some buildings or crumbling walls.

Deployment:

The Warband (and any allies) deploy first on the edge featuring the city edge. The Fimir (and any allies) deploy on the opposite edge.

Who Goes First?

The Fimir go first.

Special Rules:

Supernatural Fog: The mists are especially dense due to the nature of the attacking Fimir. Deduct D3 inches of visibility to whatever the “regular” fog max visibility is currently. IE if the max visibility was 6” and you roll a 2, the max is now 4”.

Kidnappers: Fimir have a dark reputation for taking humans alive... Dark things are said to happen to anyone has been spirited away. If a OOA warrior rolls “Captured” on the serious injury table, they are removed from the Warband.

Ending the Game:

Due to the confusion of the mists, no voluntary routs are allowed The game ends when after all but one warband routs from casualties or if all warbands from one set of allies remain.

Experience:

+1 Survives. For each Hero or a Henchman group survives the battle.

+1 Winning Leader. The leader of a winning warband gains XP.

+1 Per Enemy Out of Action. Any Hero earns +1 XP for each enemy he puts out of action.

+1 For taking the Fimir Leader OOA

BEWARE THE PLAGUE

Your Warband has recently discovered a rather well-preserved building. The storeroom still had plenty of edible things. But more important the Noble who owned the mansion had forgotten his treasure chest. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves. What no one knows is the household suffered a horrid outbreak of Red Pox...

Battlefield:

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. The terrain is set up within an area roughly 4'x4' (or 6' if playing multiplayer). The center of the board needs to be consisting of two rather big buildings.

Deployment:

All the models in the defending Warband must be set up within 6" of the center of the board. The attacking warband(s) may set up on 2 sides if wanted. Same for multiplayer set up as above.

Who Goes First?

Roll a D6. High roll goes first.

Special Rules:

Defenders: One player is the defender, determined by rolling the dice. Three of the defending warband's Heroes carry 4D6 pieces of gold (his part of the treasure) in a purse. If a Hero carrying money is taken Out Of Action, place a counter, representing the purse he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up this money. The money is in a purse and will be determined after the battle has ended. Only when playing multiplayer all heroes of the defending warband carry a purse.

Injuries: After the battle you may roll serious injuries as normal, any Dead results will require an additional 2D6 roll on the Red Pox table (below). If the model was infected by someone who has died from a Violent Death add a +2 to the roll.

2D6 Effect

1-2 Death: While the character is infected with the Red Pox, his combat wounds are too severe, and the disease does not get a chance to bloom on its victim. No further results.

2-4 Violent Death: The character dies horribly from a combination of his combat wounds and the Red Pox. After his death, his virulent condition has infected a random warband member, that warband member roll on this table with +2 to the roll.

5-6 Weakened Survivor: The character fights the Red Pox successfully and survives. The internal battle has been intense, and the disease has debilitated the character heavily. The character will be -1T and loses a wound, only if he has more than one.

7-8 Tainted: The Red Pox has left the character tainted; he will cause Fear now (as if Horribly Scarred) and suffers the permanent injury Old Battle Wound.

9-10 Psychologically Wounded: The character survives the ordeal with the disease, but he becomes mentally unstable. The character needs some time to recover and must miss one game and suffer a Nervous Condition.

11 Survival: The character recovers from the Red Pox without any lasting ailments.

12 Full Recovery: The character not only recovers from his ordeal with the Red Pox but feels hardened by the effect. Roll a D6, 1-4 character becomes Hardened, 5-6 character will gain +1T (this does not raise the race's max for T).

Ending the Game:

Do not roll for Rout tests during this game. Instead, the game will last 8 turns or until all the purses have been carried off the board, whichever comes first. (in multiplayer use 10 turns) The warband that gets the most purses off the table (or held by its Heroes when the game ends) is considered the winner.

Experience:

+1 Winning Leader: The leader of the winning warband gains +1 XP.

+1 Survives: If a Hero or Henchman group survives, they gain +1 XP.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+1 Per Purse. If a Hero is carrying a purse at the end of the battle, he receives +1 XP per purse he carries.

BLACK LILY

The shadow of the Red Duke has become an indelible stain on Mousillon since his reign of terror in those dark days. Ever since, Blood Dragon vampires have been drawn to the doomed city. It is not known if these are the progeny of the Red Duke or if they are former Knights of Bretonnia that since their blood baptism feel Mousillon is the only appropriate place in the Kingdom in which to reside.

Forces:

Player warband

NPC D3x125+ 300gc Blood Dragon warband

Battlefield:

4x4 area with large buildings in various states of decay, overgrown gardens, vacant walled off menageries, empty fountains, and other terrain found in the Palace District.

Deployment:

Divide the board into quadrants. Each player rolls D6 with high roll deciding to deploy first or second. The first player to deploy picks their quadrant. the second player deploys in the quadrant opposite of the first player, but no model may be set up within 14" of any enemy model.

Who Goes First?

Each player rolls D6, high roll goes first.

Special Rules:

Chivalric Code: Any Heroes taken OOA by the Blood Dragon do not have to roll for Serious Injuries and treat it as a Full Recovery.

Ending the Game:

The game ends when the after one warband routs. No voluntary routs until the 6th turn.

Experience:

- +1 Winning Leader: The leader of the winning warband gains +1 XP.
- +1 Survives: If a Hero or Henchman group survives, they gain +1 XP.
- +1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.
- +1 For taking the Blood Dragon OOA

SPOILS

Rival Vampire factions, Blood Dragons and the Strigoi lairing in the Grand Cemetery of Mousillon have been spilling each other's vampiric blood in on going fights and ambushes. Finally, after the Vampire Knights have driven the Strigoi and their ghouls out of Mousillon; rumors that the abandoned Strigoi lair is filled with the valuables gleaned from the rich tombs have started to abound...

Battlefield:

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. The terrain is set up within an area roughly 4'x4'. In the center of the table there should be a walled cemetery with a mausoleum or tomb entrance featuring a treasure pile.

Deployment:

The warband with the lowest number of warriors deploys within 6" of the objective building in the center. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish.

Who Goes First?

The attacking warband has the first turn.

Ending the Game:

If at the end of the defender's turn the attacker has more standing models within 4" of the treasure pile than the defender, the attacker wins. Alternatively, when one of the warbands fails its Rout test the game ends.

Experience:

- Surviving: If a Hero or a Henchmen group survives, they gain +1 XP.
- Winning: The leader of the winning warband gains +1 XP.
- Take down: For each enemy model taken OOA, heroes receive +1 XP.

Reward:

After game ends, the treasure is explored. You may find out what is left, or what you managed to take from the defender. You may roll a D6 for every Hero still standing within 4" of the chest (winner and loser alike).

D6 Result

- 1 Something stings the curious character, make a strength test, if the character fails roll on the serious injury table (reroll Robbed, Captured, and Duel)
- 2 The box is empty.
- 3 The character finds a pouch with 2D6 gc. (next character rolls at -1, this added to any sustained modifiers)
- 4 The character finds a small charm, which might be a lucky charm (1-3) or a rabbit's foot (4+). (next character rolls at -1, this added to any sustained modifiers)
- 5 You find sack, which contains a suite of light armor. (next character rolls at -1, this added to any sustained modifiers)
- 6 Under in the pile there is a suit of heavy armor. (next character rolls at -1, this added to any sustained modifiers)

HARBORMASTER'S LAMENT

Prior to the first Red Pox outbreak, The Main Wharf of Mousillon once shipped out goods from all the nearby fiefs. Now only the truly desperate make port here. Scavengers, rats, and worse still haunt the nearby storehouses while the docks fall into damp decay.

Battlefield:

On a 4x4 area 18" of one side is water with docks and rotting ships. In the center of landward edge of the dock is a tower. The rest of the area are buildings in various stages of decay.

Deployment:

Place D3 crate counters on the wharfs within 2D6" of the tower. Each player rolls D6, with the highest result choosing who deploys first on either landward corner.

Who Goes First?

Roll D6, high roll goes first.

Special Rules:

Harbormaster's Rage: The tower is home to the Harbormaster of The Main Wharf. He has become very territorial and will fire his crossbow (BS 4) at any warrior coming within 15" of the tower. The tower is solid Bretonnian stonework with reinforced doors. The Harbormaster cannot be attacked.

Slippery: The Wharf planking is slick from the constant mist and slime. Any model running or charging on the wharfs must pass an I test or risk slipping. If a warrior slips roll D6 on a 1-5 they are knocked down, on 6 the warrior falls into the sea. Any model falling into the debris strewn water will drown on a D6 roll of 1-2. Searching for bodies is impossible.

Falling from the dock due to combat is also possible.

Ending the Game:

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win. Any warrior solely in base contact with a crate at the end, claims it for their warband, win or lose.

Experience:

+1 Survives: If a Hero or a Henchman group survives, they gain +1 XP.

+1 Winning Leader: The leader of the winning warband gains +1 XP.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy model he puts OOA.

+1 Getting hit by the Harbormaster

+1 for claiming a Cargo Crate

Reward:

Roll on the Cargo chart under Scenario *Down at the Docks* for every crate claimed.

CLEANSE THE WOOD

The woods outside of Mousillon provide about the only source of wholesome food in the area, especially once you tire of fish. Even so game is hard to find, and the woods are dense. Every branch breaking could mean an enemy is stalking you...

Battlefield:

On a 4x4 battlefield designate a length of road that runs across the table near one side, cutting the battlefield roughly into thirds, two thirds above the road and one third below. The larger section above the road should be designated as the Rim-Woods. Within the “woods” area, appropriate terrain should include lots of trees, hills and impassable terrain such as dense undergrowth like thorn bushes. The road represents the Lyonesse road and the area below it is open terrain, bordering a cliff above the Great Ocean.

Deployment:

One player, who will be the defender, sets up all his models within the woods, no closer than 9” from the road or any table edge. No model may be closer than 5” from any other model on the defender’s side. The other player, who will be the attacker, then chooses one end of the road, and sets up all his models on the road or below it within 9” of the table edge.

Who Goes First?

The Attacker goes first.

Special Rules:

Cliffhanger: No model may flee the battlefield from the table edge below the road, designated as a cliff. Any model falling within 1" of the cliff must take an Initiative test. (See *Mordheim* rulebook page 28.) A failed test will result in the model being taken out of action and heroes will roll twice on the serious injury table.

Lost in the Woods: Any of the attacker's models that flee the battlefield on the table edge above the woods will miss the next battle because they are lost in the woods. After the subsequent battle they may rejoin their warband as it is assumed that they will eventually find their way back.

Fieldcraft: Hiding in the woods is easier, so models suffer a -1 penalty to spot an enemy hiding in the woods. Models may move while hidden (negating the modifier) as long as they are not running, charging or shooting. Much of the wooded area should count as cover for the purpose of shooting modifiers.

Ending the Game:

The game ends when one warband fails a Rout test. The routing warband loses.

Experience:

Surviving: If a Hero or a Henchmen group survives, they gain +1 XP.

Winning: The leader of the winning warband gains +1 XP.

Take down: For each enemy model taken "out of action, heroes receive +1 XP.

LOOK FOR THE STASH

The Warband has come across what appears to have once been a large military establishment, the local barracks. Could this house the legendary stockpile of the Mousillon garrison? While exploring the weed-choked grounds, they meet unexpected resistance as they run into another warband searching the for the same thing! What began as a frugal exploration quickly erupts into a surprise skirmish, as they vie for control for the fabled stash!

Battlefield:

On a board 4'x4' set up a cluster of at least two buildings in the center of the board. Place at least 12" of forest along 1 table edge representing the borders of Rim Wood. Other suitable terrain should be used; overgrown buildings, training equipment and such. Include at least 12 smaller obstacles that provide cover but offer no movement penalty. Players should take it in turn to place such items.

Deployment:

Each player rolls a die. Highest result chooses who sets up first. Their opponent may then choose which side to deploy on. Since they were exploring, warbands must be divided up into groups of 3 models. Each group member must be set up within 2" of each other. Groups may be no closer than 6" to each other. All groups must be setup within 8" of the table edge. Groups may be any combination of heroes/henchmen you choose. After the game begins, you are free to move models as normal.

Who Goes First?

Both players roll a D6 The higher scoring player takes the first turn.

Ending the Game:

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

Experience:

Surviving: If a Hero or a Henchmen group survives, they gain +1 XP.

Winning: The leader of the winning warband gains +1 XP.

Take down: For each enemy model taken OOA heroes receive +1 XP.

Rewards:

The winning warband finds the “legendary” stash! Roll a D6 for each item: D3 Daggers - 3+ D3 Swords - 5+

You also find a cache of longbows, spears, halberds and greatswords. Unfortunately, they all lie broken, rusted and ruined! Such is the way of Mousillon!

SAFETY ON THE OTHER SIDE

The Warband is trying to avoid a large cavalcade of Blood Knights. Whatever has brought out the vampire knights in such a force is something the Warband wants to avoid, not to mention the matchless immortal warriors. The Warband is trying to put the river between themselves and the deadly force. Unfortunately, another warband is intent on blocking the way...

Battlefield:

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. The terrain is set up within an area roughly 4'x4'. One side of the area will become the river. There should be a bridge (4" wide) and a ford (4" wide) present in the river.

Deployment:

The attacker sets up first, within 8" of his table edge with opposite edge being the river. The river reaches 6" into the playing area. The defender sets up anywhere on the table as long as all his warriors are at least 14" away from any attacker.

Who Goes First?

The Warband trying to force the crossing goes first.

Special Rules:

Slippery: The bridge planking is slick from the constant mist and slime. Any model running or charging on the bridge must pass an I test or risk slipping. If a warrior slips roll D6 on a 1-5 they are knocked down, on 6 the warrior falls into the river. Any model falling into the debris strewn water will drown on a D6 roll of 1-2. Both players roll the dice for each drowned character. The player with the highest roll may retrieve the equipment of the warrior, after that a character makes his serious injury roll and may join his warband, if he survives.

Ending the Game:

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses. If the attacker manages to move four or more standing warriors into or over the river, at the defender's table edge, they have broken through and he wins the game. There for he needs to get the characters 4" past the river.

Experience:

- +1 Survives: If a Hero or a Henchman group survives, they gain +1 XP.
- +1 Winning Leader: The leader of the winning warband gains +1 XP.
- +1 Per Enemy OOA: Any Hero earns +1 Experience for each enemy he puts OOA
- +1 Breaking Through. Any warrior earns +1 Experience for breaking through enemy lines. If the warrior is a Henchman, then the whole group gains +1 XP.

BATTLE AT THE WHARF

The coast of Bretonnia is often beset by the notorious Black Arks of the Dark Elves. The Elves are making frequent raids on small villages collecting slaves to man their galley ships. One raiding party has landed at the derelict wharf of Mousillon and encountered the warband.

Forces:

Player warband

NPC D3x100+350gc warband (*Dark Elf Corsairs*)

Battlefield:

On a 4x4 area 18" of one side is water with docks and rotting ships. The rest of the area are buildings in various stages of decay.

Deployment:

Place 2D6 Mousillon Serf counters on the wharfs within D6" of the land Each player rolls D6, with the highest result choosing who deploys first. The Dark Elves deploy in a quadrant of the wharfs/seaside. The Warband deploys in a land quadrant.

Who Goes First?

Roll D6, high roll goes first.

Special Rules:

Slippery: The Wharf planking is slick from the constant mist and slime. Any model running or charging on the wharfs must pass an I test or risk slipping. If a warrior slips roll D6 on a 1-5 they are knocked down, on 6 the warrior falls into the sea. Any model falling into the debris strewn water will drown on a D6 roll of 1-2. Searching for bodies is impossible.

Falling from the dock to combat is also possible.

Serf's Up! If a Dark Elf warrior charges a Serf, the serf model is placed face down and is considered captured. If a Warband warrior charges an upright or downed serf, they can begin to escort them away from danger at the warrior's M value. The serfs are paralyzed with fear and will not move otherwise.

Ending Game:

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses. If all Serfs are downed the game ends with a Dark Elf victory.

Experience:

Surviving: If a Hero or a Henchmen group survives, they gain +1 XP.

Winning: The leader of the winning warband gains +1 XP.

Take down: For each enemy model taken OOA heroes receive +1 XP.

Helping hand: for each downed Serf a warrior helps, gain +1 XP.

Reward:

If the player wins, they gain D6 gc per Serf still standing.

DEVILS OF RIMWOOD

The Warband has ventured into the dark Rim Forest at the bidding of a Bretonnian baron wishing to rid it of a growing pack of wolves. Should the creatures be allowed to go on unchecked, they will grow bolder attacking people instead of livestock and game and will hinder the baron's wish to lay claim to lands and titles of Mousillon. However, not convinced that a single band could accomplish this feat, the baron has hired a second group of warriors, in the secret hope that they will slay all the wolves and each other in the process.

Battlefield:

The battle is fought in dense woodland and the majority of the terrain should be woods, although there might also be thick bracken, a shallow stream, clustered rocks, foliage or even a small cave, which could be the wolves' lair. The vast amount of the board will be covered by trees, but there should be areas of open ground so that warriors don't get bogged down in difficult ground. Within these restrictions, each player should take it in turns to place a piece of terrain within an area roughly 4' x 4'.

Deployment:

Both players roll a D6 to see who deploys first. Whoever rolls highest, sets up first and moves his models on in his Movement phase from the table edge of his choice. His turn continues and then the other player moves his warband on from the opposite table edge in his Movement phase. The wolves are bold in their lair and prowl around with arrogance. There are D6+2 wolves on the board at the start of the game. At the start of the game, but before the warbands are deployed, each player takes it in turn to place a wolf (rolling a D6 to see who places first) but may place them no closer than 12" to any table edge and within 6" of another wolf (they are pack animals after all).

Who Goes First?

The player that deployed first, moves first.

Special Rules:

Wolfpack: Once both players have taken a turn the wolves may then take a turn. A wolf will charge the nearest model is able, randomly determining its prey if two targets are equidistant. Any wolf that cannot charge must roll a D6 to determine its actions.

1-2 The wolf moves towards the nearest enemy model in the warband that went first.

3-4 The wolf moves towards the nearest enemy model in the warband that went second.

5-6 The wolf remains still and growls menacingly.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf	9	3	0	3	3	1	4	1	4

The wolves are already in their lair, so do not take Rout tests.

Wolves are adept at moving through terrain at speed, they treat all difficult ground as open ground and very difficult ground as difficult ground (but may not move through impassable terrain).

Wolves are not large or particularly powerful creatures. Do not roll on the Injury table for them. Any wolf reduced to 0 wounds is automatically out of action.

Lure of the wild: As the battle rages, other wild creatures will be drawn into the fight. At the end of each 'wolf' turn (see below), roll a D6. On a roll of 1, D6 more wolves enter the fray, from a randomly determined table edge (roll a D6 and ignore rolls of 5 or 6). If the number of wolves is a 1, then a bear has turned up instead.

Bear: Bears are covered in the Kislevite warband rules (see p.81 *Mordheim Annual*). As they are not goaded into battle by a Bear Tamer they are subject to the rules for stupidity. If they pass their Stupidity test, then they will move and attack as per the rules for wolves above.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bear	6	3	0	5	5	2	1	2	6

Weapons and Armor: None, other than their claws and teeth!

Fearsome: A charging bear is a very scary sight indeed! A Trained Bear causes fear.

Bear Hug: If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single 'Bear Hug' attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no Armor Save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

Ending the Game:

The game ends when one warband fails its Rout test. The routers automatically lose.

Experience:

+1 Survives: If a Hero or Henchman group survives, they gain +1 XP.

+1 Winning Leader: The leader of the winning warband gains +1 XP.

+1 Bear Slayer: Any Hero earns + 1 Experience point for each bear he puts out of action.
+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts om of action (this also counts for wolves too).

Reward:

The baron, much to his chagrin, will reward any warband a bounty of 10 gcs for each slain wolf. There is no reward whatsoever for slaying a bear (after all that wasn't part of the deal!).

LIBRARY OF THE DAMNED

The Duke's palace compound in Mousillon features a grand library which is only superseded by the King's "book collection" in Couronne. Unlike the King's library, the Mousillon collection is rumored to hold books collected by some of the darker figures to rule the city: The Liber Malefic, The Book of the Dead, Codex Daemonica, and volumes from the Books of Nagash. Superstition and fear keep most away, but the chance of finding a rare tome whose value in gold or arcane knowledge is high brings those willing to brave the cursed area.

Battlefield:

Each player will take it in turn to place a piece of terrain, either a small building, or other piece of terrain. If you have one piece of terrain or several that could "act" as the Library should be placed in the middle. Many of the tomes have been spewed across the many blocks close to the Library. The battle is fought in an area roughly 4' x 4'. You may want to make the table larger if this is to be a multiplayer game.

Deployment:

Players should then place D3+1 Tomes for each warband involved in the game on the tabletop to represent where the Tomes are. Each player takes it in turn to place a Tome counter. The counters must be placed more than 10" away from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from. Roll D6, player with highest result deploys first, within 6" of any, one, board edge with the other player taking the opposite board edge.

Who Goes First?

Each player rolls a D6 to determine who goes first. Play proceeds clockwise around the table.

Special Rules:

Tomes of Evil: A warrior can carry any number of Tomes without any penalty. Warriors cannot transfer their Tomes to another warrior. If a warrior is put OOA then the Tome is placed next to where the model was taken OOA. The Tomes cause FEAR. You must take a FEAR test to pick one up, unless you are immune to FEAR. This is to represent the great unknown on whether or not the Tomes are Evil. To represent the chaotic nature of the disaster and the many magic tomes that are scattered in the area warbands will roll an extra time on the Mousillon Random Encounters table above when the first model touches a tome and will continue then at the beginning of each warbands turn. Yes, the first warband that touches a Tome will roll on the Random Happenings chart even though it will already be in the middle of their turn. Please exempt rolls of 33, 41, 46, 52, 61, 62, 63 during this battle, just roll again.

Ending the Game:

The game ends when all the warbands but one have failed their Rout Test. Warbands that Rout, automatically lose. If two or more warbands have allied they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

Experience:

- +1 Survives. If a Hero or Henchmen group survives, they gain +1 XP.
- +1 Winning Leader(s). The leader of the winning warband(s) gains +1 XP.
- +1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.
- +1 Per each Tome Picked Up. If a Hero or Henchmen is carrying a Tome counter at the end of the game, he receives +1 Experience.
- +1 For the Warband with the Most Tomes. The leader of the warband with the most tomes at the end of the game gains +1 Experience.

Rewards:

You can sell the Tomes for 25+D6 gc each or choose to keep the books. If you keep a book, then roll on the chart below (D6). Rolling on the chart below will represent that the Hero has decided to open the book and is trying to decipher its abilities. Please nominate which Hero will be opening the book.

D6	Result
-----------	---------------

- | | |
|-----|--|
| 1 | The Hero who keeps the book will miss the next game. You may come up with some creative on why he cannot play the next game from opening the book. |
| 2 | The Hero who keeps the book will gain +1 Initiative. This can take you above our racial Maximum. |
| 3-4 | The Hero who keeps the book will gain an Academic Skill. Those who normally cannot gain an Academic Skill can gain one (1) Academic Skill. Please note that this is for only one time and does not grant the user the ability to gain Academic Skills through normal experience. |
| 5 | The Hero who opens the book will gain D3 experience. |
| 6 | Driven to madness by what he has read, the Hero runs screaming into the fog and is never seen again. Remove the Hero from your roster. |

INFESTED

The Main Wharf of Mousillon is home to a multitude of rats. Most are the common rats found anywhere, but here, the Skaven have a considerable presence. They continue to cultivate the plagues in Mousillon and prey on the diminishing locals. Their presence is in a large part of why Mousillon cannot rise out of squalor.

Forces:

Player warband

NPC D3x100+350gc warband (*Pestilens Skaven*)

Battlefield:

On a 4x4 area 18" of one side is water with docks and rotting ships. The rest of the area are buildings in various stages of decay.

Deployment:

Roll D6, player with highest result deploys first, within 6" of any, one, board edge with the other player taking the opposite board edge.

Who Goes First?

The Warband goes first.

Special Rules:

Slippery: The Wharf planking is slick from the constant mist and slime. Any model running or charging on the wharfs must pass an I test or risk slipping. If a warrior slips roll D6 on a 1-5 they are knocked down, on 6 the warrior falls into the sea. Any model falling into the debris strewn water will drown on a D6 roll of 1-2. Searching for bodies is impossible.

Falling from the dock due to combat is also possible.

Ending the Game:

The game ends when one warband fails its Rout test. The routers automatically lose.

Experience:

+1 Survives: If a Hero or a Henchman group survives, they gain +1XP.

+1 Winning Leader: The leader of the winning warband gains +1 XP.

+1 Per Enemy OOA: Any Hero earns +1 Experience for each enemy he puts OOA

Rewards:

The winning side finds D6 wyrdstone shards hidden around the area in addition to usual income and exploration.

THROUGH THE GATES OF MORR

Near “Lion’s Gate” and the Grand Cemetery of Mousillon stands the Temple of Morr, fallen into disrepair with its Priests long dead from disease or murder. Those who wish to city to once again flourish feel if the Winds of Shyish can be tamed, the Undead in the city will lose their vigor. The Temple of Morr is key to that end...

Battlefield:

On a 4x4 battlefield designate a length of road that runs across the center of the table. This represents the main road through the city of Mousillon. At one end of the road is the Lions Gate. This is the west end of the battlefield. On the north side of the road is the graveyard and the temple of Morr. The Temple is the objective for this scenario. Other appropriate terrain should include ruined buildings and rubble in the “shanty camp”, a graveyard north of the temple, and other buildings in the Merchants District.

Deployment:

The defender (the Evil side who wants to keep the Temple destroyed) sets up all his models within 12” of the Northeast corner of the battlefield. The attacker, then sets up all his models within 12” of the Southwest corner of the battlefield.

Who Goes First?

The attacker goes first.

Special Rules:

Aid: The defender gains the use of a Necromancer Hired Sword for this battle only. The attacker gains the use of a Priest of Morr Hired Sword for this battle only.

Ending the Game:

The game ends when one warband occupies the temple, at the end of his opponent’s turn, and there are no enemy models within 6” of the Temple. Alternately, when one of the warbands fails its Rout test the game ends. The routing warband loses.

Experience:

Surviving: If a Hero or a Henchmen group survives, they gain +1 XP.

Winning: The leader of the winning warband gains +1 XP.

Take down: For each enemy model taken “out of action, heroes receive +1 XP.

KNIGHTS VS. KNIGHTS

The warband has made the acquaintance of a Bretonnian Knight. To most outsiders a Knight is a Knight. However, nothing is that clear in Mousillon or with the complicated feudal system of Bretonnia. The Knights that have arrived as part of the Errantry War to reclaim Mousillon have a strong disdain for the Knights local to Mousillon and other knights of bad repute and vice-versa.

The Warband's befriended Knight has asked you to "second" his coterie when it settles a "matter of honor" with another Knight and his band...

Forces:

Each side consists of two allied warbands:

Player warband & D3x50+300gc Bretonnian Warband

D3x50+300gc Bretonnian Warband & another player warband of the opposite alignment of the first warband (*Mousillon locals are preferable: Good if the Warband is Evil, Evil if the Warband is Good or Neutral*)

Battlefield:

On a 4x4 area, the center 12"x12" is an open area that served as a jousting ground and battle-royale field. The surrounding features are bleachers, viewing platforms, other buildings in various stages of ruin.

Deployment:

The two Bretonnian warbands are deployed in and around the center field. One knight from each warband is posed to engage, with the rest of their warbands deployed within 6" of the field along two sides, but no closer than 6" from their enemies. Dice off for the Warband and the other warband. The winner picks a table edge deploy within 8". The other band deploys on the opposite board edge.

Who Goes First?

Move the two knights that are facing off into the center of the field, roll D6 with the winner going first, as if he charged. After one round of combat, roll D6 for each allied side. The winner goes first, having seen the other side "cheating."

Ending the Game:

The game ends when both warbands for one side fails its Rout test. The routers automatically lose.

Experience:

Surviving: If a Hero or a Henchmen group survives, they gain +1 XP.

Winning: The leader of the winning warband gains +1 XP.

Take down: For each enemy model taken "out of action, heroes receive +1 XP.

Rewards:

The winning side takes trophies from the loser, as per Bretonnian tradition. The Knights gives their allies a captured suit of Heavy Armor and a Helmet as thanks.

Mousillon Serious Injury Table D66

11-13 - DEAD

The warrior is dead, lost to the shadowy underworld of the nether realm. With fortune, he shall be allowed to rest in peace. However, in Mousillon, not even death is certain!

All the weapons and equipment he carried are lost. Remove him from the warband's roster.

14 - 21 PLAGUE

The warrior has contracted the deadly plague! His body succumbs to the disease as he desperately clings to his life!

Roll a further 2D6 and consult the Plague Effects Table below.

22 - LEG BROKEN

The warrior's leg lies limp and broken. With little medical knowledge available, a broken leg will usually heal crooked, forever limiting the mobility of the warrior.

He suffers a -1 Movement penalty from now on.

23 - ARM WOUND

The warrior's arm is badly injured. If not treated quickly, it runs serious risk of being infected!

Roll a D6. On a 1 the arm is infected and must be amputated. The warrior may only use a single onehanded weapon from now on. On a 2-5, the warrior misses the next game while recovering. On a 6, the warrior has contracted the plague and must roll again on the Plague Effects Table! Consult the chart below.

24 - MADNESS

Horrors stalk the streets of Mousillon under the shadowy pall of night, preying on those weak or foolish enough to leave themselves exposed. Their eerie calls echo throughout the city, chilling the blood of even the most hardened veteran. It is enough to break the minds of many would be adventurers, pushing the psyche into regions of unimaginable horror.

Roll a D6. On a roll of 1-3, the warrior suffers from stupidity. On a 4-6, the warrior is now subject to frenzy.

25 - SMASHED LEG

The warrior's leg is beaten and crushed, in serious danger of becoming infected.

Roll a D6. On a 1 the warrior may not run anymore but may still charge. On a 2-5 the warrior must miss the next game. On a 6 the warrior has contracted the plague and must roll on the Plague Effects Table! Consult the chart below.

26 - CHEST WOUND

The warrior has taken a serious blow to the chest. He will forever be weakened by the ordeal as the wound slowly heals.

His Toughness is forever reduced by -1.

31 - BLINDED IN ONE EYE

The warrior has been struck in the eye, disabling its use. While lucky to survive the encounter, the warrior is unlikely to ever regain full vision.

Randomly determine which eye is struck. A character that loses an eye has his BS skill reduced by -1. Make a note of which eye. If the warrior is subsequently wounded in his other eye (i.e. randomly determined), then he must retire from the warband.

32 - OLD BATTLE WOUND

The recent fight has upset an old wound long thought healed. Every now and again, the pain flares up, incapacitating the warrior.

The warrior survives, but from now on must roll a D6 at the beginning of each battle. On the roll of a 1, the warrior misses the game as the wound plays up.

33 - NERVOUS CONDITION

The wound has damaged the warrior's nervous system, ruining his ability to concentrate and hold a steady focus.

The warrior now suffers -1 to his I value.

34 - HAND INJURY

The warrior has taken a nasty strike to the hand. While the wound may heal, he will never have full control of it again.

Roll a D6: on a 1-5 the warrior suffers -1 to his WS value. On a 6, the warrior has contracted the plague, and must roll on the Plague Effects Table!

35 - BADLY BEATEN

The warrior has been savagely beaten while he lay prone on the ground.

The attackers have long since fled the scene.

The warrior must miss the next game as he recovers.

36 - ROBBED

The warrior has been robbed by someone that stumbled across his unconscious body. When the warrior comes to, he is left only with the clothes he was wearing.

All equipment, weapons and armor the warrior was wearing are lost.

41 - 55 - FULL RECOVERY

After a rest, the warrior is lucky enough to escape the encounter relatively unscathed, ready to fight again.

The warrior is relatively unaffected by his wound.

56 - BITTER ENMITY

The warrior will never forgive himself or his enemies for getting taken out in the fight. He is psychologically scarred by the experience.

Roll a D6. The warrior now suffers hatred against:

- 1 - 3: The individual who caused the injury. If it was a henchman, then the warrior hates that henchman's leader instead.
- 4: The leader of the warband that caused the injury.
- 5: The entire warband of the warrior who took him out.
- 6: All warbands of that type.

61 - CAPTURED

The warrior has been taken captive by the enemy; a fate often worse than death! If he's ever released, it will be at a hefty price.

He may be ransomed at a price set by the captor or exchanged for one of the captor's warband who's being held hostage.

Captives may instead be sold to slavers for D6 x 5 gc.

Undead may kill their captive and gain a new zombie/skeleton.

The Possessed may sacrifice their prisoner, in which case the leader gains +1 experience. Warriors who are ransomed or exchanged retain all equipment. If the captors sell or kill their prisoner, then the captors retain their equipment.

62 - HARDENED

The warrior has pulled himself through the encounter, strengthening their resolve and force of will. They shrug off many of the horrors that plague the streets of Mousillon.

The warrior is now immune to fear.

63 - HORRIBLE SCARS

Many injuries leave a warrior physically scarred by the experience. More commonly, plague survivors will be forever marred by the ordeal, hideous deformations marking them out as those who fell victim to the disease.

From now on, the warrior causes fear.

64 - DUEL

The warrior has run afoul of a knight who bears a hefty grudge against him, for an insult, most probably imagined. As a matter of honor, the Knight challenges him to a duel, leaving matters to the sacred joust...

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

The Knight is equipped with a lance, heavy armor, helmet, shield and Barded Warhorse (2+ save). He is capable of all four Knight's Feats.

If your warrior fights on foot, the knight will leave his horse tethered and fight on foot too. Roll to see which side charges and fight the battle as normal. If the warrior loses, roll to see whether he is dead or injured (i.e. a D66 roll of 11-35). If he is not dead, the knight leaves, honor upheld, and the warrior may rejoin his warband. If the warrior wins, he gains 50 gc the knight had on him, +2 Experience, and is free to rejoin his warband.

65 - SURVIVES AGAINST THE ODDS

The warrior not only recovers from his injury but learns from his mistakes as he vows never to let that happen again!
The warrior survives and gains +1 experience.

66 - IMMUNITY!

For an extreme minority, the plague holds no power over. The warrior may have previously recovered from the plague or be immune to it from the outset. Whatever the reason, the warrior is unaffected by the plague!

From now on, any results in the serious injury table that require the warrior to consult the Plague Effects Table are ignored. Treat these results instead as a full recovery.

Plague Effects Table (2D6)

2 - 3 - DEAD

The warrior has succumbed to the deadly effects of the plague, dying a gruesome death. His body and possessions must be burned so as to stop the spread of the disease.

All the weapons and equipment the warrior carried are lost. Remove him from the warband's roster.

4 - INFECTIOUS

The plague causes so much damage because of its ability to spread! The warrior is not only incredibly sick, but he has also infected one of his comrades!

The warrior must roll again on this table. In addition, one other hero, randomly determined, must roll on this table. It is possible for a warrior to infect more than one person at a time, so further results of Infectious apply.

5 - WEAKENED

While the warrior recovers from the ordeal, his energy is sapped. He lives as a hollow shell of himself, forever weakened by the disease.

Roll a D6 - on a 1-3 the warrior suffers -1 to S. On a 4-6, his T value is reduced by -1.

6 - 7 - RECOVERING

The warrior is in incredible agony, but it looks as if he will pull through from the ordeal.

The warrior must miss the next game as he recovers, but other than that, he will have no long term side effects.

8 - FIGHT ON

Though sick, the warrior does his best to continue living his life, though this sort of pressure often leads to disaster.

The warrior may either miss the next battle, in which case he is fully recovered by the game after, or he may participate as normal. If he joins in the game, the warrior must roll a D6 at the start of each of his turns. On the result of a 1, the warrior succumbs to the plague and immediately goes OOA. After the game, treat the roll as 'Plague', and roll again on this table.

9 - FULL RECOVERY

Despite the odds, the warrior has pulled through, suffering no long-term effects of the plague! Though physically he may be recovered, he will probably never be the same.

Consult Full Recovery on the Heroes Serious Injury Table for the result.

10 - HARDENED

The warrior has recovered from the plague through sheer force of will. He has come close to the nether realms of death and clawed his way back. The terrors of Mousillon are nothing compared to the horrors he's faced within himself.

Consult Hardened on the Heroes Serious Injury Table for the result.

11 - HORRIBLE SCARS

Though the warrior has recovered, he is physically marred by his disease. Pustules and sores now leave horrible marks on his pock-marked face, leaving him a terror to behold.

He will be shunned by people everywhere, forced to etch out a living as a warrior or a beggar. Consult Horrible Scars on the Heroes Serious Injury Table for the result.

12 - IMMUNITY

After intense struggle, the warrior has beaten off the plague, and is now immune to its effects!

Consult Immunity on the Heroes Serious Injury Table for the result.