



Home is where the Heart is

SCENARIO FOR MORDHEIM & EMPIRE IN FLAMES

Whilst counting your coin from the slaughter of the rebels, you are interrupted by a knock. The door to your meager room opens, and a cloaked messenger enters, hands stretched out to his sides, holding nothing but a scroll. You stand slowly, anticipating trouble, but the man simply tosses the scroll onto your table, upsetting your neatly piled gold crowns. When you look up, he is gone.

The scroll is from your superiors, instructing you to head towards the southern borders of Kislev. You depart at first light, leaving the smoldering ruins of Gurdan behind you. Along the way, you come across a small farming village. The residents there beg you to help them defend their homes from ruthless thieves who have been seen approaching from the North. They promise to pay, and you are up for a mild diversion...

Terrain:

This is a small village. The center 2x2 area of the board should be set up with huts, tents, and farming material. The outer-edges should have sparse cover; a cluster of trees, a hedge, etc.

Setup:

The warband with the lowest amount of warriors will be the defender. For each warband member, there shall be one villager. For every warband more than one that the defenders face, 1D3+1 villagers shall be added. The Defender sets up first, anywhere within the central zone. The attacker/s set up afterwards (by a roll-off, if needed) within 6" of their table edge.

Villagers:

These are scrawny scarecrow-like men, living off of the harsh land as best they can. Some are little more than boys, with fear evident in their innocent eyes. These are no warriors, but waifs bound to fight from desperation.

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

Weapons & Armor:

Each villager is armed with a Spear and a short bow.

Special Rules:

Villagers *Fear* the attacking warband/s.

Villagers cannot use the defending Leaders Ld Score.

Villagers do count as part (albeit temporarily) of the warband, and thus increase the threshold for routing accordingly.

The attacking warband/s have the first turn.

Ending the Game:

The game ends when all warbands but one have failed their rout tests. Warbands who rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may decide to share the spoils of victory or fight on until there is only one remaining on the field.

Experience:

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

+1 Winning Leader: The Leader of the Warband who won the scenario gains +1xp.

+1 Per Enemy Out of Action: A Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Saved the Village: If less than 25% of the villagers are taken OOA and the Defender wins, each Hero remaining on the board receives +1xp.

Reward:

Whoever wins will find/receive 1D3 shards of Wyrdstone in the Village on a D6 roll of 3+.