



# Explosive Possibilities

SCENARIO FOR MORDHEIM & EMPIRE IN FLAMES

With the Rebellion Leaders in chains or dead, the town of Ultengrad offers up her secrets to anyone who bothers to look, and look you do. An apparent stockhouse is mentioned several times, with a heavy emphasis on security and secrecy. Its precise location is not mentioned, but several districts around Gurdan are. The weapons of the now-dead rebellion are ripe for the taking. Unfortunately, everyone else is also aware of this tantalizing fact.

It seems that the Rebels had amassed a stock of "modified" black powder in a planned assault against the local garrison. The Queen wishes for the blackpowder supplied to her own loyal Streltsi. The Black Hand wishes the kegs "liberated", to later be sold to the highest bidder. Make for powder quickly, lest all be done before you arrive.

## Setup:

Each player must roll a dice. Highest roll decides deployment zone. After all warbands are set up, roll a D6 and add your leaders Initiative. Highest roll goes first.

## Powder Kegs:

Once all the terrain has been placed, 3 powder kegs per warband will be placed upon the tabletop. These may be placed anywhere on the table, but more than 10" from any edge and at least 8" from each other. During the game a model may pick up a powder keg by moving into base contact with it. He may continue to move once he has picked up a keg provided he has sufficient movement left and that he did not run. A model moves at normal speed and may run while carrying a barrel, but not charge (see below). Carrying a keg is risky; see the Special Rules below for the effects.

The model may put the keg down at any point during their move. He may continue to move after putting the keg down (if he has sufficient movement left) but if he does so, he is considered to have dropped the keg. If the model is charged he must put the keg down in order to defend himself. If a model is in combat and all of his opponents are knocked down or stunned then he may choose to pick up the powder keg and move away at the beginning of his next turn instead of continuing the combat. Animals may not pick up a powder keg. Models may not climb up or down whilst carrying a powder keg; it is much too bulky. Ladders are considered difficult ground when carrying a keg and may be traversed at half speed.

## Special Rules:

**Unstable:** The gunpowder has been specially enhanced by some Skaven warlock engineers. These Black Hand operatives were hired out to the Rebels at significant cost. It possesses more powder than normal black powder but is also highly unstable. If a powder keg is dropped it will explode on a D6 roll of 5+. The model that was carrying the keg takes a S6 hit causing D3 wounds and any other model within 3" take a single S4 hit. Furthermore any powder kegs within 3" of an exploding keg are considered to have been dropped...

**Careful with that Keg:** Carrying a powder keg is a risky business. At the end of their move, roll a D6 for each model carrying the keg. If they moved normal distance, on a 1 they have dropped it. If they ran then they will drop it on a 1 or 2. Oops...

**Do or Die:** A model carrying a keg may choose to deliberately charge an enemy or his stash. To do so, he must first pass a Leadership test unless he is immune to Psychology. When the model reaches his target, he throws the keg down adding +1 to see if it explodes. If the barrel explodes, he may take an Initiative test to avoid the full force of the blast. Even if the test is successful he still suffers damage as if within 3" of the blast. Any survivors may continue the combat as normal.

**Bombs away:** If a powder keg is dropped from a height the chance of it exploding will increase by +1 per 2" of fall. IE: if it is dropped from a 4" high platform then it will explode on a 3+. A 1 always fails

**Argh:** If a warrior carrying a powder keg is shot and knocked down or stunned he must make an Initiative test or he drops the keg. If he is taken Out of Action he drops it automatically. If he was shot with a black powder weapon add +1 to the roll to see if the barrel explodes.

**Stash:** A warband may choose to secret their powder kegs in one place rather than carry them around. Powder kegs in a stash must be within 1" of each other. To claim ownership at least one model must be in base contact with a barrel, or he must be the only model within 1" other than friends. Animals may also guard a stash even though they cannot carry a keg. Of course if somebody drops a keg close by then...

**Put that light out!:** If a model spends his combat phase in base contact with a powder keg without fighting he may put a match to it. The keg will explode immediately on a D6 roll of 6. Roll again at the end of each

player's turn reducing the score needed by one each time. If he is still in base contact when it blows the poor fool who set the fuse may make an Initiative test to move out of base contact and avoid the worst of the blast but still suffers damage as if within 3" of the blast.

### **Ending the Game:**

The warband possessing the most powder kegs at the end of ten turns is the winner. To count as possessing a keg, a model must be carrying a keg or be within 1" of it and there be no enemy within 1" of it. Rout tests are taken as normal. Any warband which routs will take all of their powder kegs with them but no more than 1 per model in base contact.

### **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 Powder Keg:** A Hero who has possession of one or more powder kegs at the end of the game gains +1 experience.

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

### **Winnings:**

Each warband takes away all of the powder kegs in their possession (subject to Routing as per above). However being unstable not all of it survives the trek back to camp. Roll a D6 for each barrel, and on a 4+ it doesn't make it back to base. The warband finds that the Skaven modified black powder is much too risky to actually use, but with careful sieving you can extract warpstone powder equivalent to one shard per keg. This is done, of course, before the kegs are turned into your superiors.