

# Scenario 6: the great library preview

*Based on the scenario of the same name by Andy Tabor.*

In ancient times the Sealed City was a haven of knowledge accumulated by its citizens and its libraries and archives were their temples. Back then the Great Library was a radiant place of pilgrimage for scholars, but only its cyclopean proportions remind of all that former glory. Nonetheless the ruinous aisles still harbour many tomes, scrolls and tablets filled with archaic secrets. Collecting these tomes can be highly profitable albeit involving the risk to glimpse revelations not intended for mortal minds.

## terrain

Each player takes it in turn to place a piece of terrain, preferably walls, giant bookshelves and similar pieces to resemble the libraries interiors. We suggest that the terrain is set up densely within an area roughly 4' x 4' if there are only two warbands, or 4' x 6' if there are three or more players.

## warbands

If only two players participate both roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of any chosen table edge and then the opponent sets up within 8" of the opposite edge. Otherwise use the set-up rules for multiplayer games from the Chaos on the Streets article (see Mordheim Annual 2002) to deploy the warbands.

## starting the game

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

## special rules

**Ancient lore:** Once you have placed the terrain, put some counters on the tabletop to represent where the tomes are. There will be D3+1 counters for each warband involved in the game.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. The counters must be placed more than 10" 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, so it is a good idea to put counters towards the middle of the table.

**Handling the tomes:** Warriors can pick up the counters simply by moving into contact with them and passing a *fear* test unless they are *immune to fear*. A warrior can carry any amount of tomes without any penalty. Warriors cannot transfer their tomes to another warrior. If the warrior who is carrying a counter is taken *out of action*, place the counter on the table where he fell.

**Ill gotten gains...** You can sell the tomes for 3D6 gc each after the game or choose to keep them. If you keep any of the tomes you may nominate one of your heroes to read one and roll on the chart below. This will represent that the Hero has decided to open the tome and is trying to decipher its abilities before it turns to dust.

2D6	Result
2-3	Roll on the Serious Injuries chart and re-roll any results of 36, 56 and 61.
4-6	The hero gains +D6 Insanity Points.
7-9	The hero gains +D3 Experience.
10	When rolling on the Exploration chart after games in this ring, the hero counts as having the Wyrdstone Hunter skill.
11	The hero gains the Strategist skill.
12	The hero gains the Arcane Knowledge skill.

## ending the game

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses.

## experience

**+1 Survives.** If a Hero or a Henchman group survives the battle they gain +1 Experience.

**+1 Winning Leader.** The leader of the winning warband gains +1 Experience.

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

**+1 Per Tome Counter.** If a Hero or Henchman is carrying a Tome counter at the end of the battle 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.